Lab 2.03 - Game Show ## In your Notebook ### Follow the flow of execution in the following programs and predict what will happen for each one ### Example 1 1. Follow the flow of execution in the following programs and predict what will happen for each one: ### Example 2 ```python a = input("What... is your quest") b = "to seek the holy grail" if a != b: print("Go On. Off you go") else: b = input("What...is the air-speed velocity of an unladen swallow?") if b == "What do you mean? An African or European swallow?": print("I don't know that...AHHH [Bridgekeeper was thrown over bridge]") else: print("[you were thrown over bridge]") ``` ### Example 3 ```python user_input = input("What is your favorite color"): if user_input == 'blue': print("Blueskadoo") elif user_input == "red": print("Roses are red!") elif user_input == "yellow": print("Mellow Yellow") elif user_input == "green": print("Green Machine") elif user_input == "orange": print("Orange you glad I didn't say banana.") elif user_input == "black": print("I see a red door and I want it painted black") elif user_input == "purple": print("And we'll never be royalllssss") elif user_input == "pink": print("Pinky- and the Brain") else: print("I don't recognize that color. Is it even...??") ``` ## In your Console ### Translate this Snap! program into a Python program ![triangle_program](triangle_program.png) ### Create a game show program * Declare 10 prizes (prize1, prize2, prize 3 at the top of your file) * User picks a number * The prize corresponding with that door is printed for the user. ## Bonus Research lists in Python. Re-implement problem 3 using lists.