# Lab 2.04 - food chooser

## 1. In your notebook

For each example below, predict what will be printed. Run the program and write down the output in your notebook.

### Example 1

a = ['a', 'b', 'c', 'd', 'e']  
 print(a[0])  
 print(a[3])

### Example 2

a = ['a', 'b', 'c', 'd', 'e']  
 print(a[len(a) - 3])

### Example 3

a = ['a', 'b', 'c', 'd', 'e']  
 print(a[len(a) - 6])

### Example 4

a = ['a', 'b', 'c', 'd', 'e']  
 a[3] = 'haha'  
 print(a)

## 2. Create a game again using lists and indexes

* Declare 10 prizes (prize0, prize1, prize2 at the top of your file)
* Store them all in a list.
* User picks a number.
* Print prize associated with the door user picked.

## 3. Create a quiz

Create a food quiz using lists and indexes.

1. List of 6 different foods.
2. Ask the user 8 vague questions to find out what their favorite food is using the list.
3. Update the score and print their top 2 favorite foods.

Hint: Use a search engine to find the largest number in a python list.

[Starter code here](Starter_food_chooser.py)

## Bonus

* Use the score list to print out the user’s second favorite food as well as the favorite.
* Tied scores can be handled in any reasonable way – e.g., print the tied-score food item earliest on the list as the “favorite”, and the next item as the “second favorite”.
* Alternatively, check for the existence of a tie, and acknowledge that situation when it happens by printing a separate message.