if/elif/else Workshop

Meredith Dodd <meredith.dodd@woz-u.com>
Sun 5/31/2020 1:48 PM

To: Meredith Dodd <meredith.dodd@woz-u.com>

```python
height = 62
ride_limit = 60
pregnant = True
canRideRollerCoaster = " "

if height >= ride_limit and pregnant == False:
    canRideRollerCoaster = "Enjoy the ride!"
elif height < ride_limit:
    canRideRollerCoaster = "Try the kiddie coaster."
else:
    canRideRollerCoaster = "Not today."
print(canRideRollerCoaster)

Animals = ["frog", "frog", "frog", "frog", "Toad"]

for item in Animals:
    if item =="frog":
        print("ribbit")
    else:
        print("You got warts!")

Numbers = [2, 12, 14, 23, 7]

for item in Numbers:
    if item < 4:
        print("Try again!")
    if item >= 5:
        print("It's your lucky day!")

indicator = 25
while indicator > 10:
    print(indicator)
    indicator = indicator - 1

lightbulb = True
ideaCount = 0
while lightbulb==True:
    ideaCount = ideaCount + 1
    if ideaCount < 3:
        print("Keep on thinking. Edison didn't invent the lightbulb right away.")
    if ideaCount >= 3:
        print("Good job!")
    if ideaCount == 5:
        break
```

```python
print("You are done thinking for the day.")
```