

Testing Loops

Question-1

If you want to dance three moves to the left and three moves to the right and you should repeat it. How will you do that in programming?

a) Num=1

While(num<=5):

Shake shoulders to the left

Shake shoulders to the right

b) Num=1

While(num<=5):

Shake shoulders to the left

Shake shoulders to the right

Num = num + 1

c) While(num<=5):

Shake shoulders to the left

Shake shoulders to the right

d) Print ("Clueless")

Question-2

It is a normal day John wakes up and decides to go for walk. He follows a path which he generally doesn't take. Before getting the feeling of lost he comes across two different paths only a note in his cellphone can answer this. He opens the cellphone and looks for a note which say "*Take the Road Less Travelled*". Now it's up to you to help John so that he can reach home. Read the below mentioned code and help John to take the next step.

```
def determine_dir(message):  
    if message == "Take the Road Less Travelled":  
        print("Turn Left")  
    elif message == "Take the Most Travelled  
Path":  
        print("Turn Right")  
    else:  
        print("I can't help")
```

- a) Turn Left
- b) Turn Right
- c) Wait for Help
- d) I don't know

Program-1

Write a program which keeps a track of time and after every 2 hours it opens a browser to play your favourite music.

Identify the steps to write this program

- *Wait for two hours*
- *Open a browser*
- *Play a song*
- *We want to repeat the steps so how about keeping them in a loop?*

```
webbrowser.open("https://www.youtube.com/  
watch?v=c2g98IyXgd0")
```

Can you identify the problem?

```
import webbrowser
import time
```

```
time.sleep(10)
webbrowser.open("https://www.youtube.com/watch?v=c2g98IyXgd0")
```

Repeat this process three times in a day.

```
import webbrowser
import time
```

```
total_break = 3
break_count = 0
```

```
print ("This program started on " +time.ctime())
while(break_count <= total_break):
    time.sleep(2*60*60)
```

```
webbrowser.open("https://www.youtube.com/watch?v=c2g98IyXgd0")
    break_count = break_count + 1
```