

# Welcome to the Labs

Scissors Paper Rock!

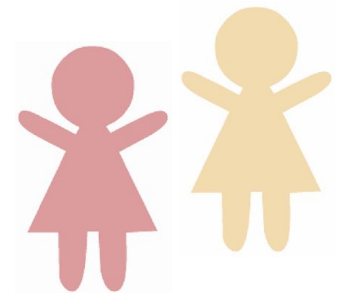
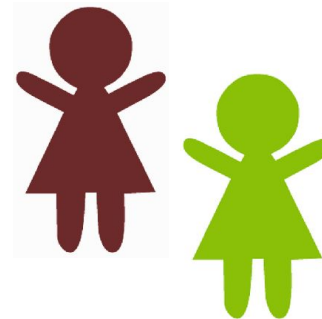
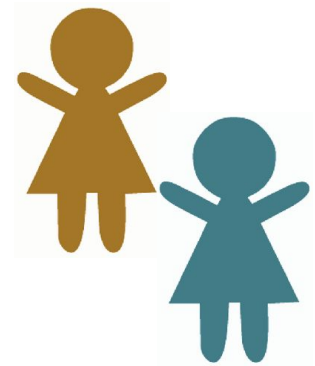
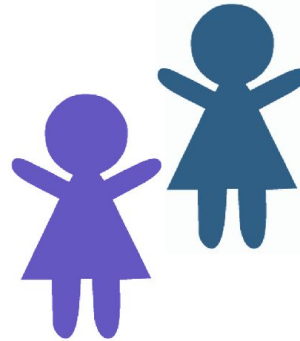
# Who are the tutors?

Who are you?

# Ultimate Scissors Paper Rock

1. Start with a partner
2. play scissors paper rock!

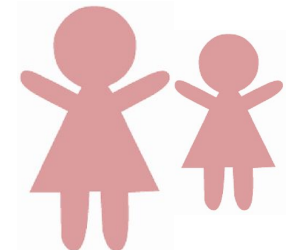
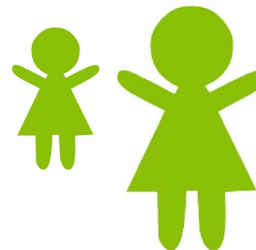
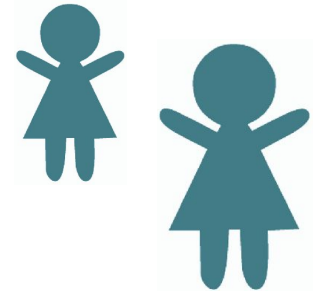
**Who will be the champion?**



# Ultimate Scissors Paper Rock

1. Start with a partner
2. play scissors paper rock!
3. If you win they become your cheer squad!  
And their squad becomes your squad!
4. Find a new partner!
5. Keep playing until there is only one person left!

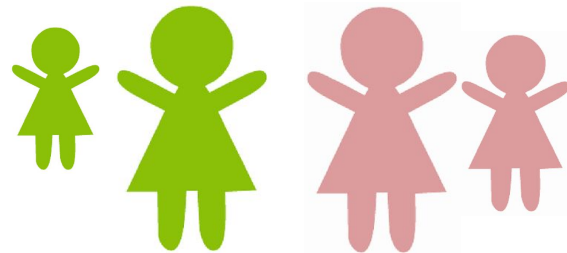
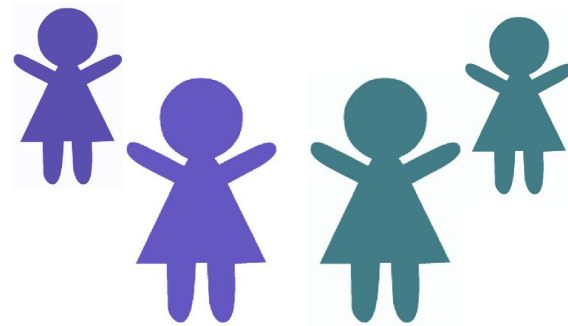
**Who will be the champion?**



# Ultimate Scissors Paper Rock

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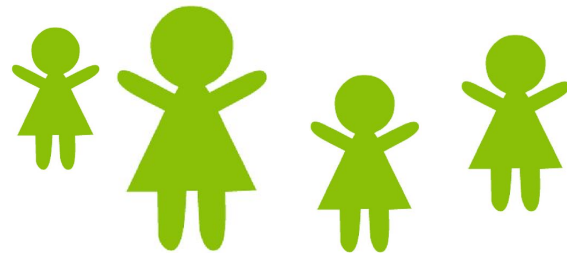
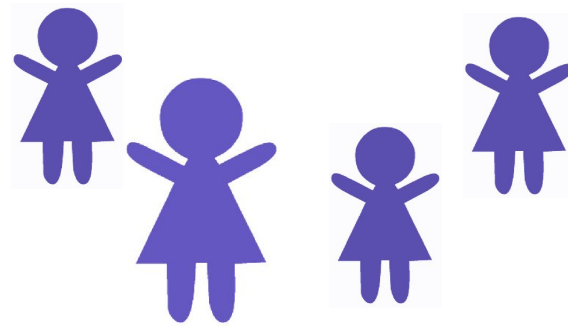
**Who will be the champion?**



# Ultimate Scissors Paper Rock

1. Start with a partner
2. play scissors paper rock!
3. If you win they become your cheer squad!  
And their squad becomes your squad!
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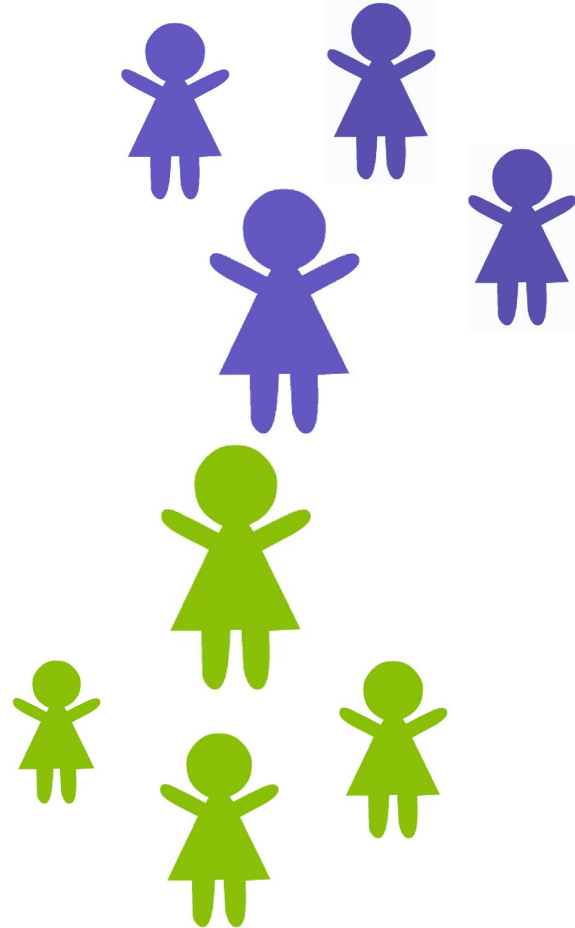
**Who will be the champion?**



# Ultimate Scissors Paper Rock

1. Start with a partner
2. play scissors paper rock!
3. If you win they become your cheer squad!  
And their squad becomes your squad!
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5. Keep playing until there is only one person left!

**Who will be the champion?**

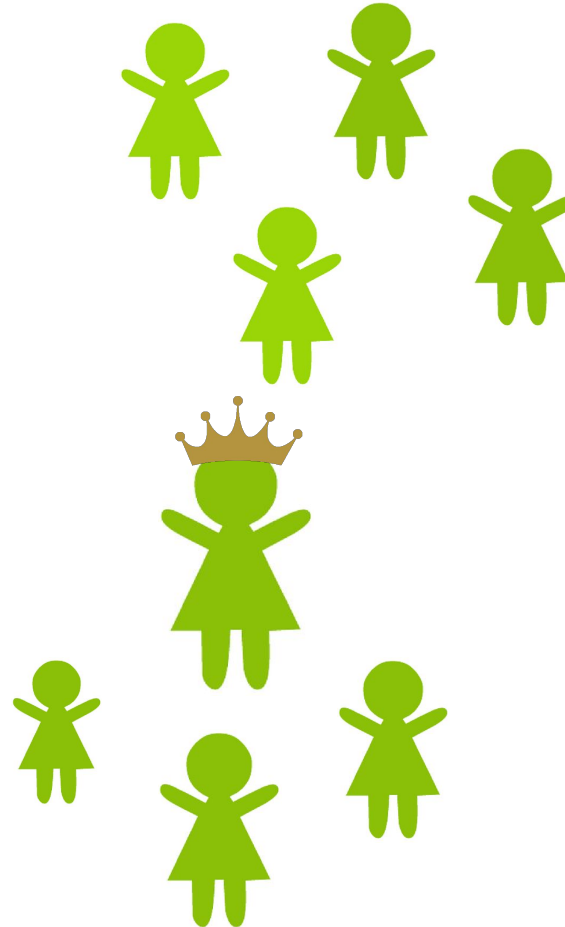




# Ultimate Scissors Paper Rock

1. Start with a partner
2. play scissors paper rock!
3. If you win they become your cheer squad!  
And their squad becomes your squad!
4. Find a new partner!
5. Keep playing until there is only one person left!

**Who will be the champion?**



# Log on

## Log on and jump on the GPN website

[girlsprogramming.network/workshop](https://girlsprogramming.network/workshop)

You can see:

- These **slides** (to take a look back or go on ahead).
- A digital copy of your **workbook**.
- Help bits of text you can **copy and paste**!

There's also links to places where you can do more programming!

Tell us you're here!

Click on the  
**Start of Day Survey**  
and fill it in now!

# Today's project!

Scissors Paper Rock

# Using the workbook!

The workbooks will help you put your project together!

Each **Part** of the workbook is made of tasks!

## Tasks - The parts of your project

Follow the tasks **in order** to make the project!

## Hints - Helpers for your tasks!

Stuck on a task, we might have given you a hint to help you **figure it out**!

The hints have **unrelated** examples, or tips. **Don't copy and paste** in the code, you'll end up with something **CRAZY**!

### Task 6.2: Add a blah to your code!

This has instructions on how to do a part of the project

1. **Start by doing this part**
2. **Then you can do this part**

### Task 6.1: Make the thing do blah!

Make your project do blah ....

#### Hint

A clue, an example or some extra information to help you **figure out** the answer.

```
print('This example is not part of the project' )
```

# Using the workbook!

The workbooks will help you put your project together!

Check off before you move on from a **Part!** Do some bonuses while you wait!

## Checklist - Am I done yet?

Make sure you can tick off every box in this section before you go to the next Part.

## Lecture Markers

This tells you you'll find out how to do things for this section during the names lecture.

## Bonus Activities

Stuck waiting at a lecture marker? Try a purple bonus. They add extra functionality to your project along the way.



## CHECKPOINT



If you can tick all of these off you're ready to move the next part!

- ☐ Your program does blah
- ☐ Your program does blob



## ★ BONUS 4.3: Do some extra!

Something to try if you have spare time before the next lecture!

# Intro to programming

# What is programming?



**Programming is not a  
bunch of crazy numbers!**

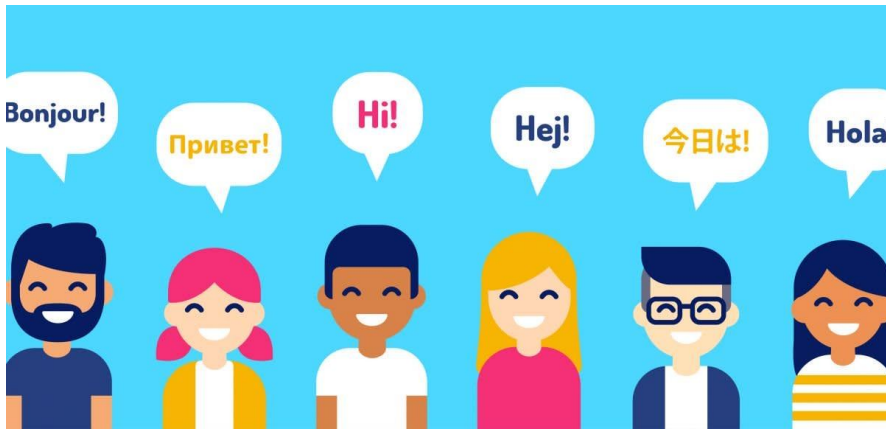
**It's giving computers  
a set of instructions!**





# A special language

Humans have languages like English, French, Spanish, Mandarin



[https://images.saymedia-content.com/.image/t\\_share/MTc0MTAyNzI3ODUxMjU1MjQx/how-to-easily-learn-a-language.jpg](https://images.saymedia-content.com/.image/t_share/MTc0MTAyNzI3ODUxMjU1MjQx/how-to-easily-learn-a-language.jpg)

And computers have languages like Python, Java, C and PHP



# Problem solving

Programming is how we get computers to solve complicated problems for us, saving us both time and effort!

This might be solving maths problems or counting words in a paragraph!



# People are smart, computers are dumb!

Computers do exactly what they're told. They follow instructions given to them in order, just like a cook following a recipe.



If the instructions are not in the correct order, we will end up with a mess!

# Everyone/thing has strengths!



- Incomplete instructions are okay - we can fill in the blanks!
- Improves everyday



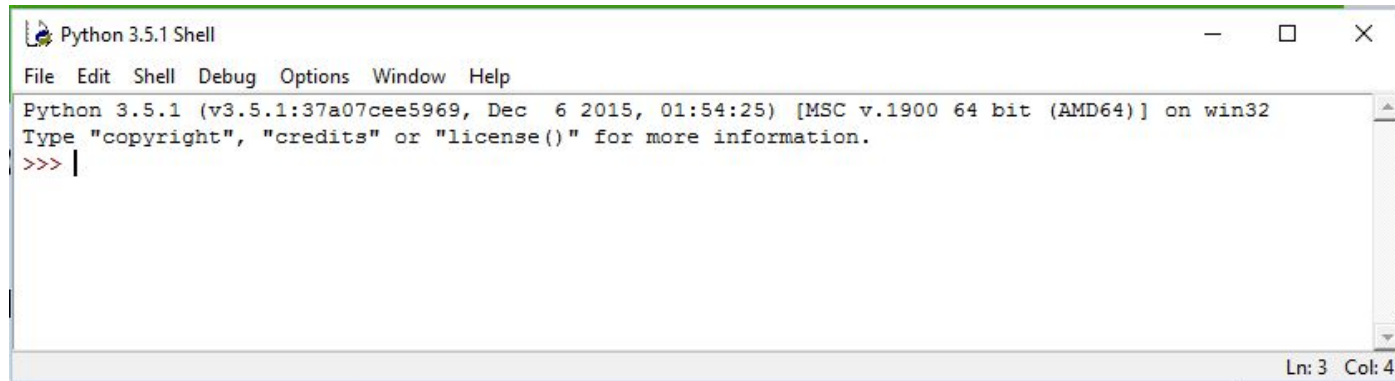
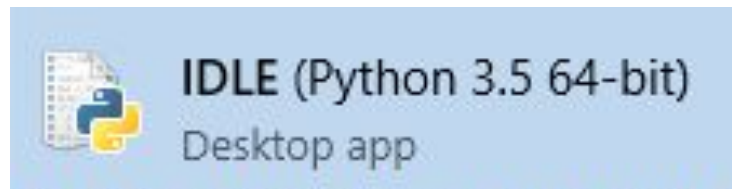
- Incomplete instructions are not okay
- Improves when you tell it how to

# Intro to Python

Let's get coding!

# Where do we program? In IDLE

Click the start button and type IDLE!



# Make a mistake!

Type by **button mashing** the keyboard!

Then press enter!

asdf asdjlkj;pa j;k4uroei

**Did you get a big red error message?**

# Mistakes are great!

*SyntaxError:  
Invalid Syntax*

**Good work you made an error!**

*ImportError:  
No module  
named humour*

- Programmers make A LOT of errors!
- Errors give us hints to find mistakes
- Run your code often to get the hints!!
- Mistakes won't break computers!



*KeyError:  
'Hairy Potter'*

*AttributeError:  
'NoneType' object  
has no attribute  
'foo'*

*TypeError: Can't  
convert 'int' object  
to str implicitly*



# Write some code!

Type this into the window  
Then press enter!

```
print('hello world')
```

Did it print:

hello world

???

# Data types

In programming, we have special names for the following:

Number  Integer

Letter  Character

Word  String

Let's look at some examples

# Characters - not always letters

What do all of these have in common?

"A"

'6'

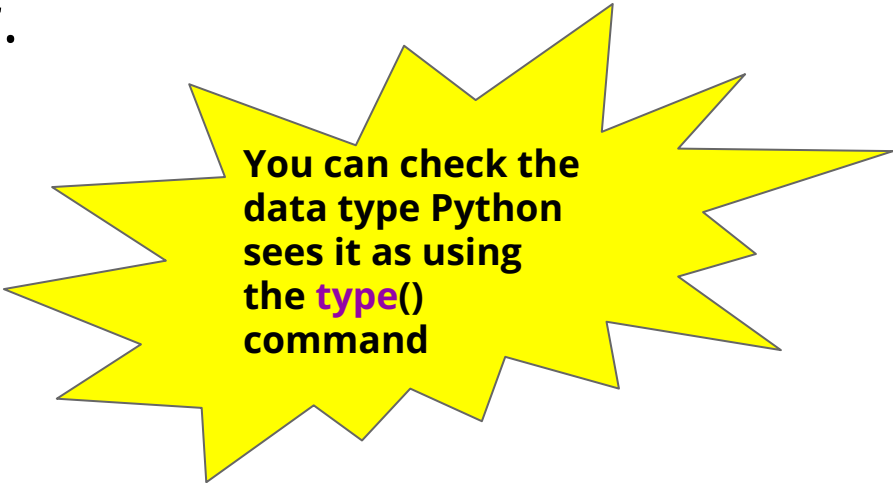
"f"

'\$'

Anything that only takes up only one space and is surrounded by 'single' or "double" quotes, is considered a **character** by the computer.

```
type("5") = char
```

```
type(5) = int
```



You can check the data type Python sees it as using the **type()** command

# Strings

**Strings** are a group of more than one **character** put together and surrounded with "**quotes**"

All of these are strings:

"Dog"

"my name is"

"123 haha"

"\$%^&\*(){}[]"

# A calculator for words!?

What do you think these bits of code do?

**Try them and see!**

```
>>> "cat" + "dog"
```

```
>>> "tortoise" * 3
```

# Calculator for... words!?

What do you think these bits of code do?

**Try them and see!**

```
>>> "cat" + "dog"
```

```
catdog
```

```
>>> "tortoise" * 3
```

# Calculator for... words!?

What do you think these bits of code do?

**Try them and see!**

```
>>> "cat" + "dog"
```

```
catdog
```

```
>>> "tortoise" * 3
```

```
tortoisetortoisetortoise
```

# Calculator for words and number?

If we can do calculations with numbers, and calculations with words, can we do calculations with words *and* numbers?

Try writing this!

```
>>> 1 + "1"
```

```
>>> "100" * 2
```

How do we deal with this problem? See next slide!



# Type casting

We tell the computer exactly what type we want to use!

We can turn a `string` into an `integer` using `int()`

```
>>> 5 + int("5")
```

Similarly, we turn an `integer` into a `string` using `str()`

```
>>> str(5) + "5"
```

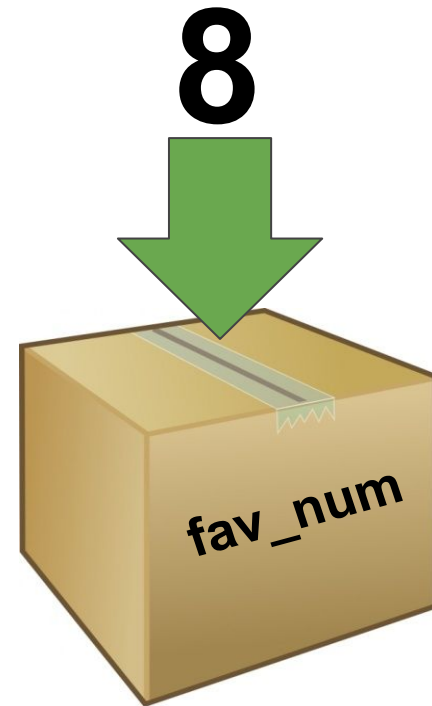
# No Storing is Boring!

**It's useful to be able to remember things for later!**

Computers remember things in "**variables**"

Variables are like putting things into a **labeled cardboard box**.

**Let's make our favourite number 8 today!**



# Variables

Instead of writing the number 8, we can write fav\_num.



$$\text{fav\_num} - 6 \\ \Rightarrow 2$$

$$\text{fav\_num} + 21 \\ \Rightarrow 29$$

$$\text{fav\_num} * 2 \\ \Rightarrow 16$$

$$\text{fav\_num} / 2 \\ \Rightarrow 4$$

# Variables

Instead of writing the number 8, we can write fav\_num.



fav\_num - 6  
**=> 2**

fav\_num + 21  
**=> 29**

fav\_num \* 2  
**=> 16**

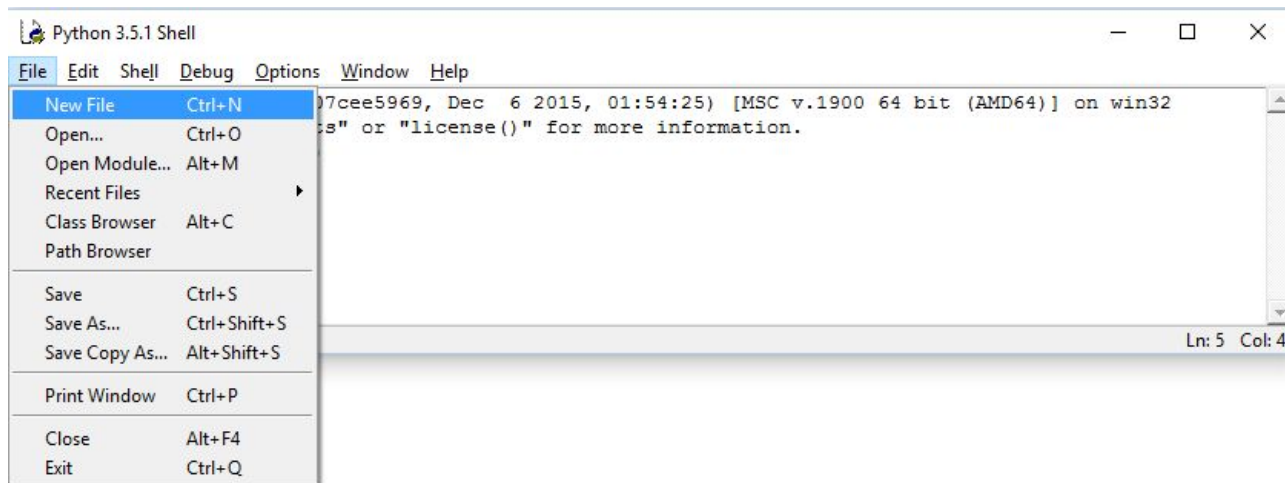
But writing 8 is  
much shorter than  
writing fav\_num???



We'll come back to this later!

# Coding in a file!

Code in a file is code we can run multiple times! Make a reusable “hello world”!



1. Make a new file called hello.py, like the picture
2. Put your `print('hello world')` code in it
3. Run your file using the F5 key

# Adding a comment!

Sometimes we want to write things in our file that the computer doesn't look at. We can use **comments** for that!

Sometimes we want to write a note for a people to read

```
# This code was written by Vivian
```

And sometimes we want to not run some code (but don't want to delete it!)

```
# print("Goodbye world!")
```

## Try it!

1. Add a comment to your hello.py file
2. Run your code to make sure it doesn't do anything extra!

# Asking a question!

It's more fun when we get to interact with the computer!

**Try out this code to get the computer to ask you a question!**

```
my_name = input('What is your name? ')\nprint('Hello ' + my_name)
```

What do you think happens?

# Asking a question!

```
my_name = input('What is your name? ')\nprint('Hello ' + my_name)
```

What do you think happens?

What is your name? Maddie

Hello Maddie



# Asking a question!

Store the answer  
in the variable  
my\_name

Writing input tells  
the computer to  
wait for a response

This is the question  
you want printed to  
the screen

```
my_name = input('What is your name? ')\nprint('Hello ' + my_name)
```

What do you think happens?

```
What is your name? Maddie\nHello Maddie
```

We can use the answer  
the user wrote that we  
then stored later!

# Asking a question!

How would we ask somebody for their favourite type of cake?

How would we print their answer?

**Give it a try on your own computer first!**



```
What cake do you like? chocolate  
chocolate cake for you!
```

# Asking a question!

How would we ask somebody for their favourite type of cake?

How would we print their answer?

**Give it a try on your own computer first!**

```
flavour = input("What cake do you like? ")
```

```
What cake do you like? chocolate  
chocolate cake for you!
```

# Asking a question!

How would we ask somebody for their favourite type of cake?

How would we print their answer?

**Give it a try on your own computer first!**

```
flavour = input("What cake do you like? ")  
print(flavour + "cake for you!")
```

```
What cake do you like? chocolate  
chocolate cake for you!
```

# Project time!

You now know all about printing and variables!

**Let's put what we learnt into our project**  
**Try to do Part 0 - Part 2**

The tutors will be around to help!

# If Statements

# Conditions!

**Conditions let us make decision.**

**First we test if the condition is met!**

**Then maybe we'll do the thing**



**If it's raining take an umbrella**

**Yep it's raining**

**..... take an umbrella**

# Booleans (True and False)

Computers store whether a condition is met in the form of  
**True** and **False**

To figure out if something is **True** or **False** we do a comparison

Try typing these into IDLE!

`5 < 10`

`3 + 2 == 5`

`5 != 5`

`"Dog" == "dog"`

`"D" in "Dog"`

`"Q" not in "Cat"`



# Booleans (True and False)

Python has some special comparisons for checking if something is **in** something else. **Try these!**

```
>>> "A" in "AEIOU"  
>>> "Z" in "AEIOU"  
>>> "a" in "AEIOU"
```

```
>>> animals = ["cat", "dog", "goat"]  
>>> "banana" in animals  
>>> "cat" in animals
```

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5
if fave_num < 10:
    print("that's a small number")
```

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5  
if fave_num < 10:  
    print("that's a small number")
```

That's the  
condition!

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5
if fave_num < 10:
    print("that's a small number")
```

**That's the  
condition!**

Is it **True** that fave\_num is less than 10?

- Well, fave\_num is 5
- And it's **True** that 5 is less than 10
- So it is **True**!

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5
```

```
if True:
```

```
    print("that's a small number")
```

Put in the  
answer to  
the question

Is it **True** that fave\_num is less than 10?

- Well, fave\_num is 5
- And it's **True** that 5 is less than 10
- So it is **True**!

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5
if True:
    print("that's a small number")
```

What do you think happens?

# Conditions

So to know whether to do something, they find out if it's **True**!

```
fave_num = 5
if True:
    print("that's a small number")
```

What do you think happens?

```
>>> that's a small number
```

# Conditions

How about a different number???

```
fave_num = 9000
```



```
if fave_num < 10:
```

```
    print("that's a small number")
```



# Conditions

It's **False**!

```
fave_num = 9000  
if False:  
    print("that's a small number")
```

Put in the  
answer to  
the question

# Conditions

It's **False**!

```
fave_num = 9000  
if False :  
    print("that's a small number")
```

What do you think happens?

```
>>>
```

# Conditions

```
fave_num = 9000  
if False:  
    print("that's a small number")
```

What do you think happens?

```
>>>
```



**Nothing!**

# If statements

```
fave_num = 5  
if fave_num < 10:  
    print("that's a small number")
```

This line ...

... controls this line

# If statements

## Actually .....

```
fave_num = 5
if fave_num < 10:
    print("that's a small number")
    print("and I like that")
    print("A LOT!!")
```

This line ...

... controls anything below it  
that is indented like this!

# If statements

## What do you think happens?

```
fave_num = 5
if fave_num < 10:
    print("that's a small number")
    print("and I like that")
    print("A LOT!!")
```

What do you think happens?

# If statements

## What do you think happens?

```
fave_num = 5
if fave_num < 10:
    print("that's a small number")
    print("and I like that")
    print("A LOT!!")
```

```
>>> that's a small number
>>> and I like that
>>> A LOT!!
```

# If statements

```
word = "GPN"  
if word == "GPN":  
    print("GPN is awesome!")
```

What happens??



# If statements

```
word = "GPN"  
if word == "GPN":  
    print("GPN is awesome!")
```

What happens??

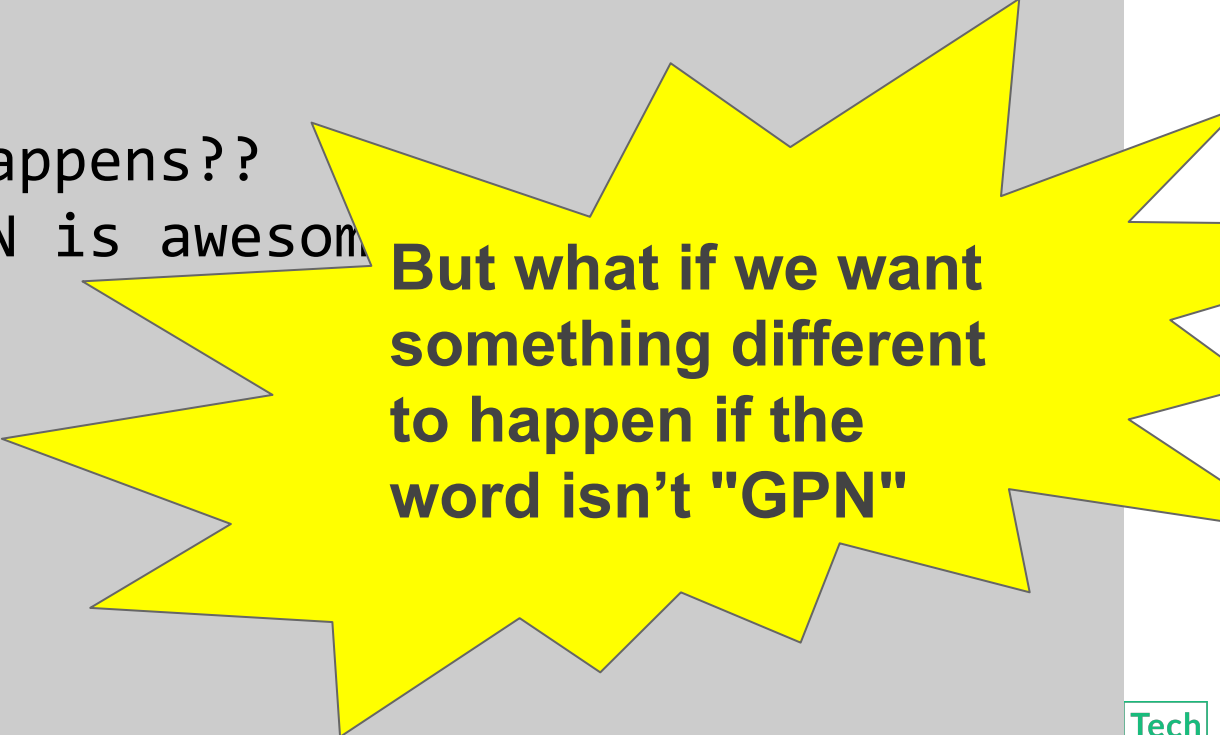
```
>>> GPN is awesome!
```

# Else statements

```
word = "GPN"  
if word == "GPN":  
    print("GPN is awesome!")
```

What happens??

```
>>> GPN is awesome
```



**But what if we want  
something different  
to happen if the  
word isn't "GPN"**

# Else statements

```
word = "Chocolate"  
if word == "GPN":  
    print("GPN is awesome!")  
else:  
    print("word isn't GPN :(")
```

**else**  
statements  
means something  
still happens if  
the **if** statement  
was **False**

What happens??

# Else statements

```
word = "Chocolate"
```

```
"GPN":
```

```
    "GPN is awesome!")
```

```
word isn't GPN :(")
```

**else**  
Statements  
means something  
still happens if  
the **if** statement  
was **False**

What happens??

```
>>> The word isn't GPN :(
```

# Elif statements

```
word = "Chocolate"

if word == "GPN":
    print("GPN is awesome!")
elif word == "Chocolate":
    print("MMM Chocolate!")
else:
    print("The word isn't GPN :(")
```

**elif**

Means we can  
give specific  
instructions for  
other words

What happens??

# Practice Time!



1. Create a new file, call it weather.py
2. Copy this code into your file

```
weather = input("What is the weather? ")  
if weather == "raining":
```

3. Add a third line to make it print a special message, but only if the user says "raining"
4. Run your code! Try typing in **raining**, try typing in **sunny**
5. BONUS! Add an else statement, to print a non-rainy message!

# Practice Time!

1. Create a new file, call it weather.py
2. Copy this code into your file

```
weather = input("What is the weather? ")  
if weather == "raining":  
    print("Take an umbrella!")
```

3. Add a third line to make it print a special message, but only if the user says "raining"
4. Run your code! Try typing in **raining**, try typing in **sunny**
5. BONUS! Add an else statement, to print a non-rainy message!

# Project Time!



You now know all about **if** and **else**!

**See **if** you can do Part 3**

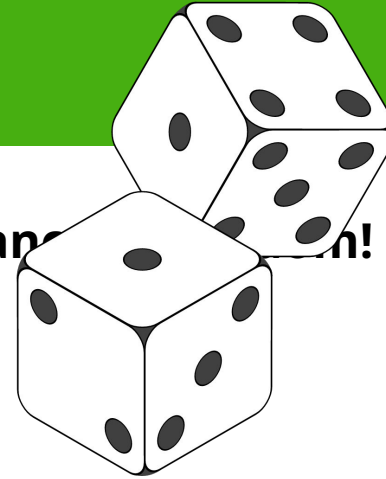
The tutors will be around to help!



Random!

# That's so random!

There's lots of things in life that are up to chance!



We want the computer to be random sometimes!



Python lets us **import** common bits of code people use! We're going to use the **random** module!

# Using the random module



Let's choose something randomly from a list!

This is like drawing something out of a hat in a raffle!

**Try this!**

**1. Import the random module!**

```
>>> import random
```

**2. Copy the shopping list into IDLE**

```
>>> shopping_list = ["eggs", "bread", "apples", "milk"]
```

**3. Choose randomly! Try it a few times!**

```
>>> random.choice(shopping_list)
```



# Using the random module



## You can also assign your random choice to a variable

```
>>> import random
>>> shopping_list = ["eggs", "bread", "apples", "milk"]
>>> random_food = random.choice(shopping_list)
>>> print(random_food)
```



# Project Time!



## Raaaaaaaaaandom! Can you handle that?

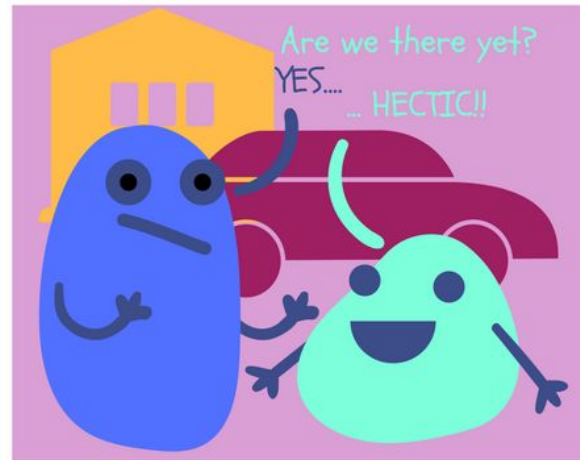
### Let's put what we learnt into our project

### Try to do Part 4

The tutors will be around to help!

# While Loops

# Loops



We know how to do things on repeat!

Sometimes we want to do some code on repeat!

# Introducing ... while loops!

## What do you think this does?

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```



# Introducing ... while loops!

## What do you think this does?

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
i is 2
>>>
```

# Introducing ... while loops!

Stepping through a while loop...

# Introducing ... while loops!

## One step at a time!

```
◆ i = 0  
  while i < 3:  
    print("i is " + str(i))  
    i = i + 1
```

MY VARIABLES

i = 0

Set the  
variable

# Introducing ... while loops!

## One step at a time!

0 is less  
than 3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

MY VARIABLES

i = 0

# Introducing ... while loops!

## One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
```

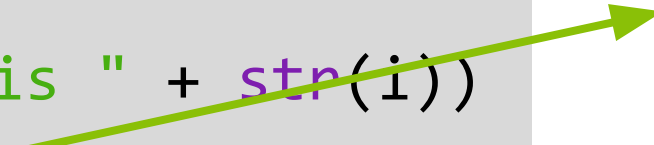
MY VARIABLES

```
i = 0
```

# Introducing ... while loops!

## One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



### MY VARIABLES

```
i = 0
i = 1
```

UPDATE  
TIME!

```
i is 0
```

# Introducing ... while loops!

## One step at a time!

Take it  
from the  
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
```

### MY VARIABLES

```
i = 0
i = 1
```

# Introducing ... while loops!

## One step at a time!

i is less  
than 3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

### MY VARIABLES

```
i = 0
i = 1
```

```
i is 0
```



# Introducing ... while loops!

## One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
```


### MY VARIABLES

```
i = 0
i = 1
```

# Introducing ... while loops!

## One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



### MY VARIABLES

```
i = 0
i = 1
i = 2
```

UPDATE  
TIME!

```
i is 0
i is 1
```

# Introducing ... while loops!

## One step at a time!

Take it  
from the  
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
```

### MY VARIABLES

```
i = 0
i = 1
i = 2
```

# Introducing ... while loops!

## One step at a time!

2 is less  
than 3!

```
◆ i = 0
  while i < 3:
    print("i is " + str(i))
    i = i + 1
```

### MY VARIABLES

```
i = 0
i = 1
i = 2
```

```
i is 0
```

```
i is 1
```

# Introducing ... while loops!

## One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
i is 2
```


### MY VARIABLES

```
i = 0
i = 1
i = 2
```

# Introducing ... while loops!

## One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



### MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```

```
i is 0
i is 1
i is 2
```

UPDATE  
TIME!

# Introducing ... while loops!

## One step at a time!

Take it  
from the  
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
i is 2
```

### MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```

# Introducing ... while loops!

## One step at a time!

3 IS NOT  
less than  
3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

We are  
done  
with this  
loop!

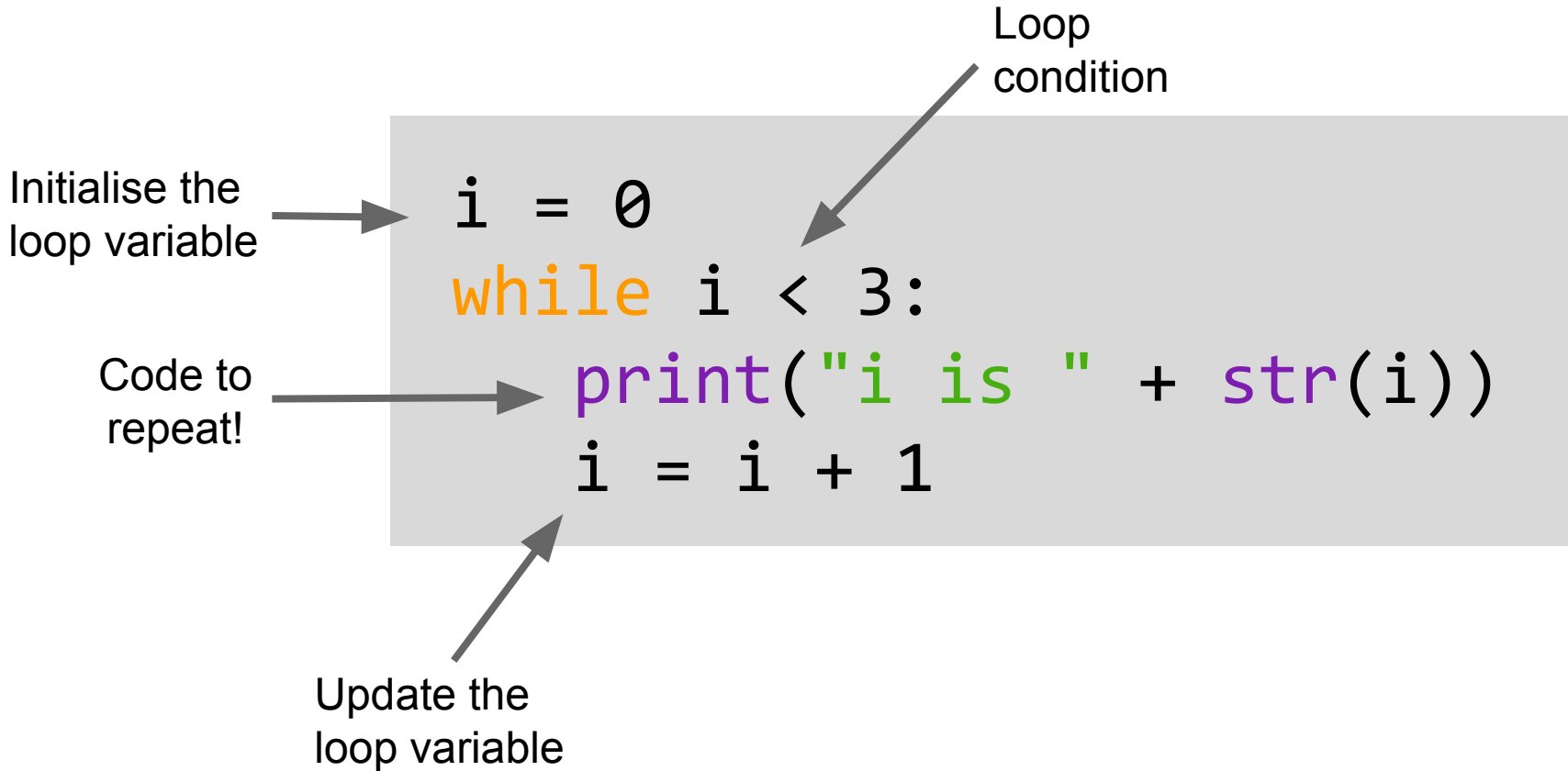
```
i is 0
i is 1
i is 2
```

### MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```



# Introducing ... while loops!



# What happens when.....

What happens if we forget to update the loop variable?

```
i = 0
while i < 3:
    print("i is " + str(i))
```

# What happens when.....

What happens if we forget to update the loop variable?

```
i = 0
while i < 3:
    print("i is " + str(i))
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
i is 0
```

# Infinite loop!

## Sometimes we want our loop to go forever!

So we set a condition that is always True!

We can even just write True!

```
while True:  
    print("Are we there yet?")
```

# Project Time!



**while** we're here:

**Try to do Part 5!**

And extension Parts 8 & 9

The tutors will be around to help!

# For Loops

# Looping through lists!

What would we do if we wanted to print out this list, one word at a time?

```
words = ['This', 'is', 'a', 'sentence']
```

```
print(words[0])
```

```
print(words[1])
```

```
print(words[2])
```

```
print(words[3])
```

**What if it had a 100 items??? That would be BORING!**

# For Loops

For loops allow you to do something for **each** item in a **group** of things

There are many real world examples, like:



**For each page in this book:  
Read**



**For each chip in this bag of chips:  
Eat**



# Looping over a list of ints

**We can loop through a list:**

```
numbers = [1, 2, 3, 4]
for i in numbers:
    print(i)
```

What's going to happen?

# Looping over a list of ints

## We can loop through a list:

```
numbers = [1, 2, 3, 4]
for i in numbers:
    print(i)
```

What's going to happen?

```
>>> 1
>>> 2
>>> 3
>>> 4
```

- Each item of the list takes a turn at being the variable `i`
- Do the body once for each item
- We're done when we run out of items!

# Practice Time!



1. Make a new file called yummy.py

2. Copy in this list

```
>>> fruits = ['apple', 'banana', 'mango']
```

3. Add **2 lines of code** that makes your program print out this.  
Use a for loop!

```
>>>Yummy apple
```

```
>>>Yummy banana
```

```
>>>Yummy mango
```

## HINT!


```
numbers = [1, 2, 3, 4]
for i in numbers:
    print(i)
```

# How does it work??

**Somehow it knows how to get one fruit out at a time!!**


It's like it knows english!

```
fruits = ['apple', 'banana', 'mango']  
for fruit in fruits:  
    print('yummy ' + fruit)
```



**But fruit is just a variable!** We could call it anything! Like dog!


```
fruits = ['apple', 'banana', 'mango']  
for dog in fruits:  
    print('yummy ' + dog)
```



```
>>>Yummy apple  
>>>Yummy banana  
>>>Yummy mango
```

# How does it work??

Everything in the list gets to have a turn at being the dog variable




```
fruits = ['apple', 'banana', 'mango']  
▶ for dog in fruits:  
    print('yummy ' + dog)
```

Let's set dog to to the **first** thing in the list!  
dog is now 'apple'!

# How does it work??

Everything in the list gets to have a turn at being the dog variable



```
fruits = ['apple', 'banana', 'mango']  
▶ for dog in fruits:  
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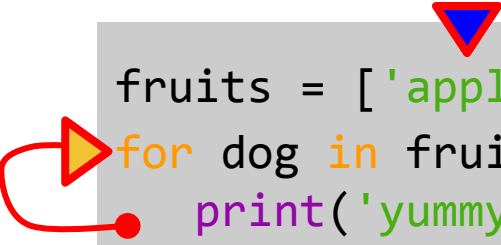
```
print('yummy ' + dog)
```

>>>Yummy apple



# How does it work??

Everything in the list gets to have a turn at being the dog variable



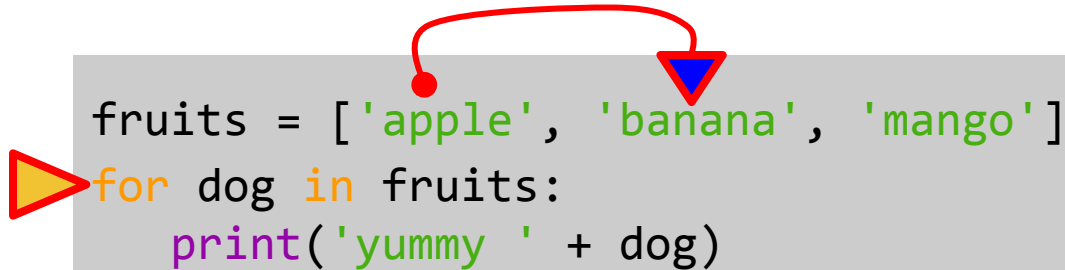
```
fruits = ['apple', 'banana', 'mango']  
for dog in fruits:  
    print('yummy ' + dog)
```

```
>>>Yummy apple
```

Let's set dog to to the **first** thing in the list!  
dog is now 'apple'!  
`print('yummy ' + dog)`  
*We're at the end of the loop body, back to the top!*

# How does it work??

Everything in the list gets to have a turn at being the dog variable



```
fruits = ['apple', 'banana', 'mango']  
▶ for dog in fruits:  
    print('yummy ' + dog)
```

```
>>>Yummy apple
```

Let's set dog to to the **first** thing in the list!  
dog is now 'apple'!  
print('yummy ' + dog)  
*We're at the end of the loop body, back to the top!*

Let's set dog to to the **next** thing in the list!  
dog is now 'banana'!



# How does it work??

Everything in the list gets to have a turn at being the dog variable

```
fruits = ['apple', 'banana', 'mango']  
for dog in fruits:  
    print('yummy ' + dog)
```

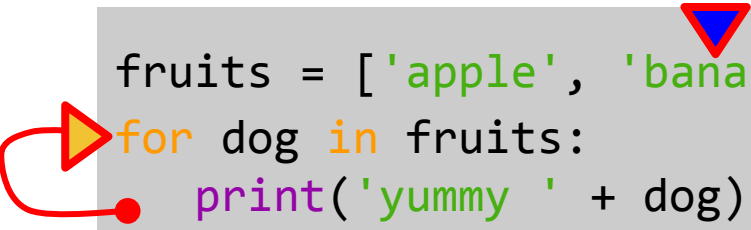
```
>>>Yummy apple  
>>>Yummy banana
```

Let's set dog to to the **first** thing in the list!  
dog is now 'apple'!  
print('yummy ' + dog)  
*We're at the end of the loop body, back to the top!*

Let's set dog to to the **next** thing in the list!  
dog is now 'banana'!  
print('yummy ' + dog)

# How does it work??

Everything in the list gets to have a turn at being the dog variable



```
fruits = ['apple', 'banana', 'mango']  
for dog in fruits:  
    print('yummy ' + dog)
```

```
>>>Yummy apple
```

```
>>>Yummy banana
```

Let's set dog to to the **first** thing in the list!

dog is now 'apple'!

```
print('yummy ' + dog)
```

*We're at the end of the loop body, back to the top!*

Let's set dog to to the **next** thing in the list!

dog is now 'banana'!

```
print('yummy ' + dog)
```

*Out of body, back to the top!*

# Project Time!



**Now you know how to use a for loop!**

**Try to do Extension Part 6-7!**

The tutors will be around to help!

Tell us what you think!

Click on the  
**End of Day Form**  
and fill it in now!