

Welcome to the labs!

Guess Who!

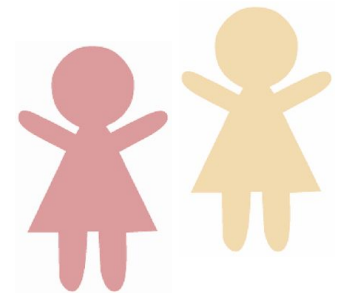
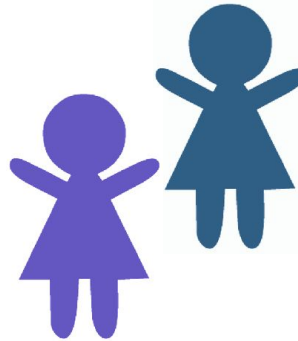
Who are the tutors?

Who are you?

Isla boyle

Introduce your partner

1. Find a partner (someone you've never met before)
2. Find out:
 - a. Their name
 - b. What (school) year they are in
 - c. A fun fact about them!
3. Introduce them to the rest of the group!



Tell us you're here!

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

Today's project!

Guess Who?

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

A language to talk
to dogs!



Programming is a
language to talk to
computers

People are smart! Computers are dumb!

SALAD INSTRUCTIONS

Programming is like a recipe!

Computers do EXACTLY what you say, every time.

Which is great if you give them a good recipe!

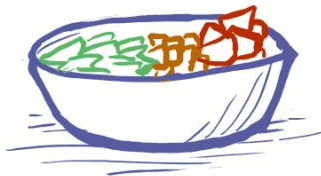
1) GET A LETTUCE HEAD, A CARROT, A TOMATO, A KNIFE, AND A BOWL



2) USE THE KNIFE TO CUT UP THE LETTUCE HEAD, CARROT, AND TOMATO



3) PUT THE LETTUCE, CARROT AND TOMATO IN THE BOWL



4) MIX THE CONTENTS OF THE BOWL



People are smart! Computers are dumb!

But if you get it out of order....

A computer wouldn't know this recipe was wrong!

SALAD INSTRUCTIONS

1) GET A LETTUCE HEAD, A CARROT, A TOMATO, A KNIFE, AND A BOWL



3) PUT THE LETTUCE, CARROT AND TOMATO IN THE BOWL



2) USE THE KNIFE TO CUT UP THE LETTUCE HEAD, CARROT, AND TOMATO



4) MIX THE CONTENTS OF THE BOWL



People are smart! Computers are dumb!

Computers are bad at filling in the gaps!

A computer wouldn't know something was missing, it would just freak out!

SALAD INSTRUCTIONS



Everyone/thing has strengths!



- Understand instructions despite:
 - Spelling mistakes
 - Typos
 - Confusing parts
- Solve problems
- Tell computers what to do
- Get smarter every day



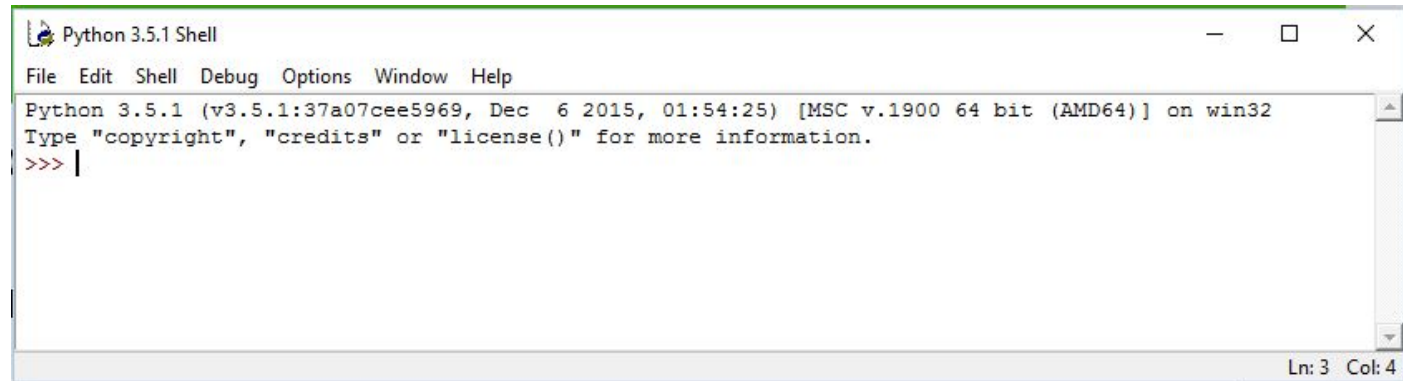
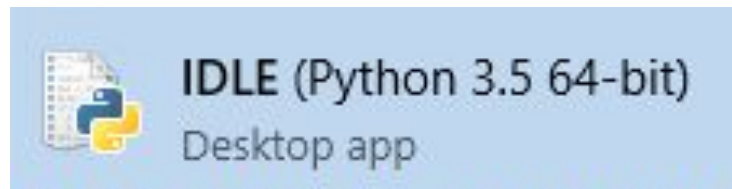
- Does exactly what you tell it
- Does it the same every time
- Doesn't need to sleep!
- Will work for hours on end!
- Get smarter when you tell them how

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?

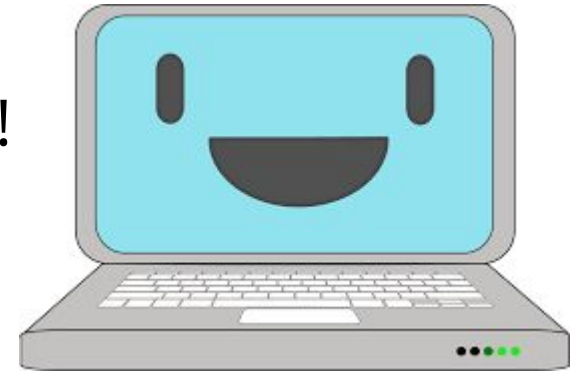
Mistakes are great!

*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

???

Python the calculator!



Try writing some maths into python!

```
>>> 1 + 5
```

```
>>> 2 - 7
```

```
>>> 2 * 8
```

```
>>> 12/3
```

Python the calculator!



Try writing some maths into python!

```
>>> 1 + 5
```

```
6
```

```
>>> 2 - 7
```

```
>>> 2 * 8
```

```
>>> 12/3
```

Python the calculator!



Try writing some maths into python!

```
>>> 1 + 5
```

```
6
```

```
>>> 2 - 7
```

```
-5
```

```
>>> 2 * 8
```

```
>>> 12/3
```

Python the calculator!



Try writing some maths into python!

```
>>> 1 + 5
```

6

```
>>> 2 - 7
```

-5

```
>>> 2 * 8
```

16

```
>>> 12/3
```


Python the calculator!



Try writing some maths into python!

```
>>> 1 + 5
```

6

```
>>> 2 - 7
```

-5

```
>>> 2 * 8
```

16

```
>>> 12/3
```

4

A calculator for words!



What do you think these bits of code do?
Try them and see!

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

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

A calculator for words!



What do you think these bits of code do?
Try them and see!

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

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

A calculator for words!



What do you think these bits of code do?
Try them and see!

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

```
catdog
```

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

```
tortoisetortoisetortoise
```

Strings!

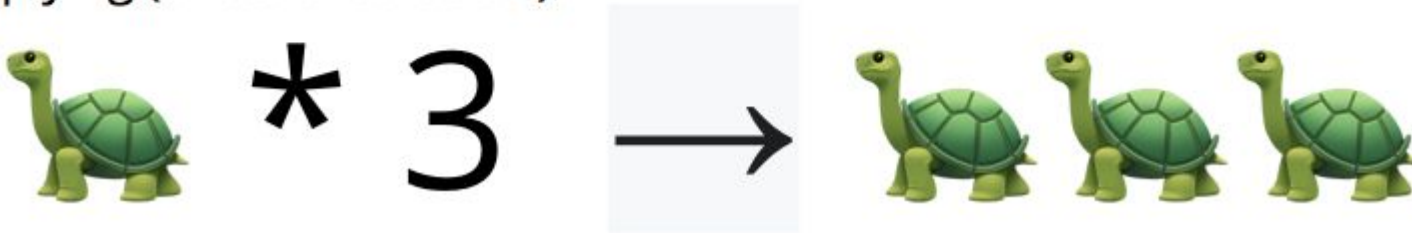
Strings are things with "quotes"

To python they are essentially just a bunch of pictures!

Adding :



Multiplying (3 lots of tortoise!):



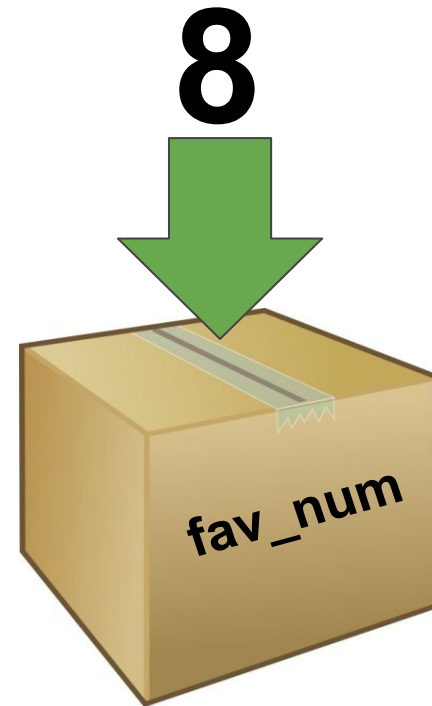
No Storing is Boring!

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.



$$\text{fav_num} - 6 \\ \Rightarrow 2$$

$$\text{fav_num} + 21 \\ \Rightarrow 29$$

$$\text{fav_num} * 2 \\ \Rightarrow 16$$

But writing 8 is
much shorter than
writing fav_num???

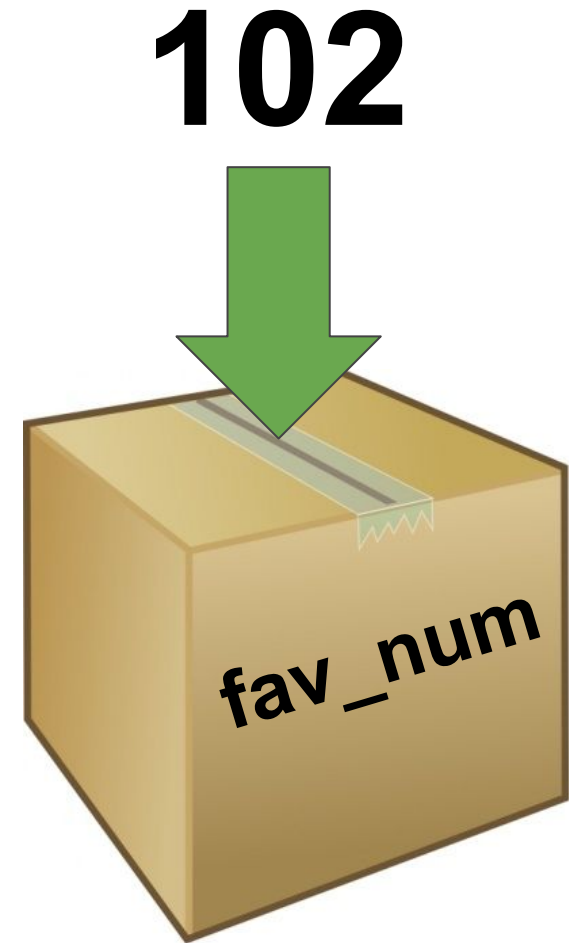


Variables

**Variables are useful
for storing things
that change**

(i.e. things that "vary" - hence the word "variable")

Try changing fav_num to
102.



Variables

We're able to use our code for a new purpose, without rewriting everything:



`fav_num - 6`
=> 96

`fav_num + 21`
=> 123

`fav_num * 2?`
=> 204

`fav_num / 2?`
=> 51

No variables VS using variables



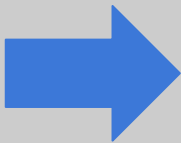
4
Changes

8 - 6

8 * 2

8 + 21

8 / 2



102 - 6

102 * 2

102 + 21

102 / 2



1
Change

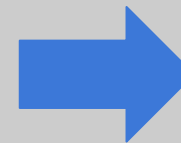
```
int fav_num = 8
```

```
fav_num - 6
```

```
fav_num * 2
```

```
fav_num + 21
```

```
fav_num / 2
```



```
int fav_num = 102
```

```
fav_num - 6
```

```
fav_num * 2
```

```
fav_num + 21
```

```
fav_num / 2
```

Variables



Your turn!

**Can you guess what each
`print` will do?**

**Type the code into IDLE to
check your guesses**

```
>>> x = 3
>>> print(x)

>>> print(x + x)

>>> y = x
>>> print(y)

>>> y = y + 1
>>> print(y)
```

Variables

Your turn!

**Can you guess what each
`print` will do?**

**Type the code into IDLE to
check your guesses**

```
>>> x = 3
>>> print(x)
3
>>> print(x + x)
6
>>> y = x
>>> print(y)
3
>>> y = y + 1
>>> print(y)
4
```

Switcharoo - Making copies!

Set some variables!

```
>>> x = 3
```

```
>>> y = x
```

```
>>> x = 5
```

What do x and y contain now?

Let's find out together!

Switcharoo - Making copies!



Set some variables!

```
>>> x = 3
```

```
>>> y = x
```

```
>>> x = 5
```

What do x and y contain now?

```
>>> x
```

```
5
```

```
>>> y
```

```
3
```

y hasn't changed
because it has a
copy of x in it!

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? ')
>>> print('Hello ' + my_name)
```


How input works!

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

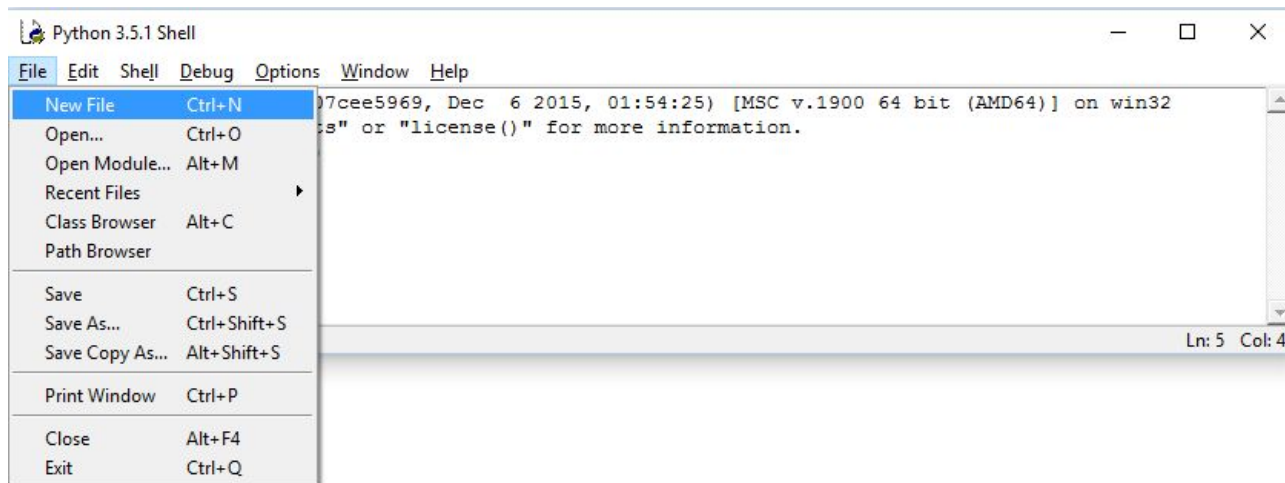
```
>>> my_name = input('What is your name? ')\n>>> print('Hello ' + my_name)
```

We use the answer
that was stored in the
variable 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

Project time!



Now you can give the computer variables!

Let's put what we learnt into our project
Try to do Part 0 - 1

The tutors will be around to help!

Python lists

Girls' Programming Network
School of Information Technologies
University of Sydney

Storing groups of things in variables

- So we know how to store individual things, but what do we do when we have a group of things?
- We can try to do this with variables

```
>>> day1 = 'Monday'
>>> day2 = 'Tuesday'
>>> day3 = 'Wednesday'
>>> day4 = 'Thursday'
>>> day5 = 'Friday'
>>> day6 = 'Saturday'
>>> day7 = 'Sunday'
```
- But this can get long and hard to deal with *really* quickly...

Lists can store multiple things

- It's better to create a **list**. A **list** is a data type, like **integer** and **string**, but cooler!
- A **list** is an ordered group of related items, all in the same variable
- So instead of using 7 variables to store the days, we can use 1:

```
>>> days = ['Monday', 'Tuesday', 'Wednesday',  
            'Thursday', 'Friday', 'Saturday', 'Sunday']
```

Creating lists

- A **list** is created using square brackets in Python
- An example

```
>>> words = ['This', 'is', 'a', 'sentence']
```
- Think of your four favourite things.....what are they?
- How could we store them in a list?



Your Favourite Things!

```
1 >>> favourites = ['books', 'butterfly', 'chocolate',  
                    'skateboard']
```



You can put anything into a list

- You can have a list of **integers**

```
>>> primes = [1, 2, 3, 5, 11]
```
- You can have **lists** with mixed **integers** and **strings**

```
>>> listx = [1, 'two', 3, 4, 'five']
```
- But this is almost never a good idea! You should treat every element of the **list** the same.

Accessing Lists!

- The favourites `list` holds four strings in order.
- We can count out the items using index numbers!

0



1



2



3



- **Indices start from zero!**

Try this!



1. Make a list of your favourite foods

```
>>> fave_foods = ['mango', 'pie', 'pizza']
```

2. Use `print` to print out your favourite foods list

3. Can you make it print on one line

```
This is my fave food list ['mango', 'pie', 'pizza']
```

Hint: use print with a comma!

Accessing Lists

- We access the items in a **list** with an index such as [0]:

```
>>> favourites[0]  
'Books '
```
- What code do you need to access the third item in the list?



Going Negative

- Negative indices work - they return elements from the end of the `list`

```
>>> favourites[-1]  
'skateboard'
```

- What would `word[3]` and `word[-3]` return?

Falling off the edge

- Python complains if you try to go past the end of a **list**

```
>>> favourites = ['books', 'butterfly', 'chocolate',  
                  'skateboard']  
>>> favourites[4]
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
IndexError: list index out of range
```

Updating items!

- We can also update what is stored in a list, but we need to know what item we are updating.
- `>>> favourites[1] = 'new favourite'`

Updating items

- What if we decided that we didn't like chocolate anymore, but loved lollypops?



- What does this list look like now?

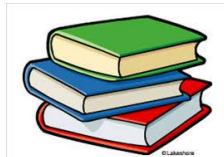


Removing items!

- We can remove items from the list if they're no longer needed!
- What if we decided that we didn't like butterflies anymore?

```
>>> favourites.remove('butterfly')
```

- What does this list look like now?



Try this!



1. Use your favourite foods list from before

```
>>> fave_foods = ['mango', 'pie', 'pizza']
```

2. Can you make it print on one line

My favourite foods are mango, pie and pizza

Hint: use the indexes to get the foods out of the list

List of lists!

You really can put anything in a list, even more lists!

We could use a list of lists to store different sports teams!

```
tennis_pairs = ["Alex", "Emily"], ["Kass", "Annie"], ["Amara", "Viv"]]
```

Get the first pair in the list

```
>>> first_pair = tennis_pairs[0]
```

```
>>> ["Alex", "Emily"]
```

Now we have the first pair handy, we can get the first the first player of the first pair

```
>>> first_player = first_pair[0]
```

```
>>> "Alex"
```

Workbook time!

You now have everything you need to finish
Task 2 of the booklet.

The tutors will come around and help you! :)

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

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

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

What happens??

Else statements

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

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

What happens??
>>> The word isn't GPN :(

Elif statements

elif

Means we can
give specific
instructions for
other words

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

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 & 4!**

The tutors will be around to help!

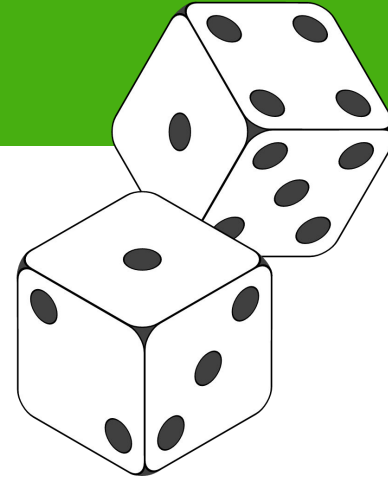
Random!

That's so random!

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



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



We want the computer to be random sometimes!



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?

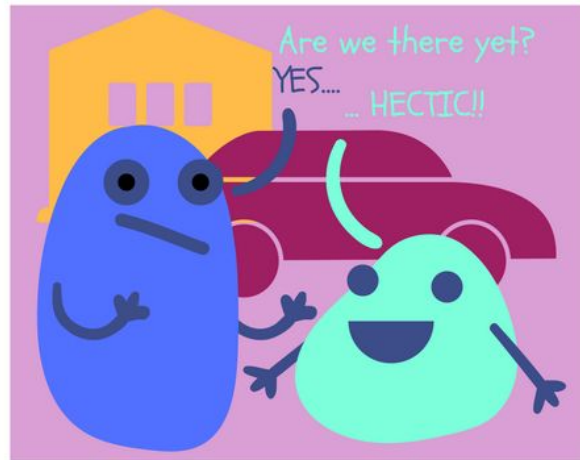
Let's put what we learnt into our project

Try to do Part 5

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
```

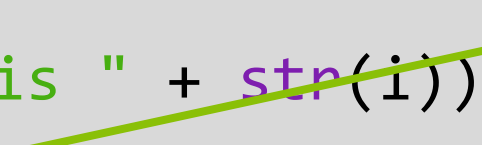
MY VARIABLES

```
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
```

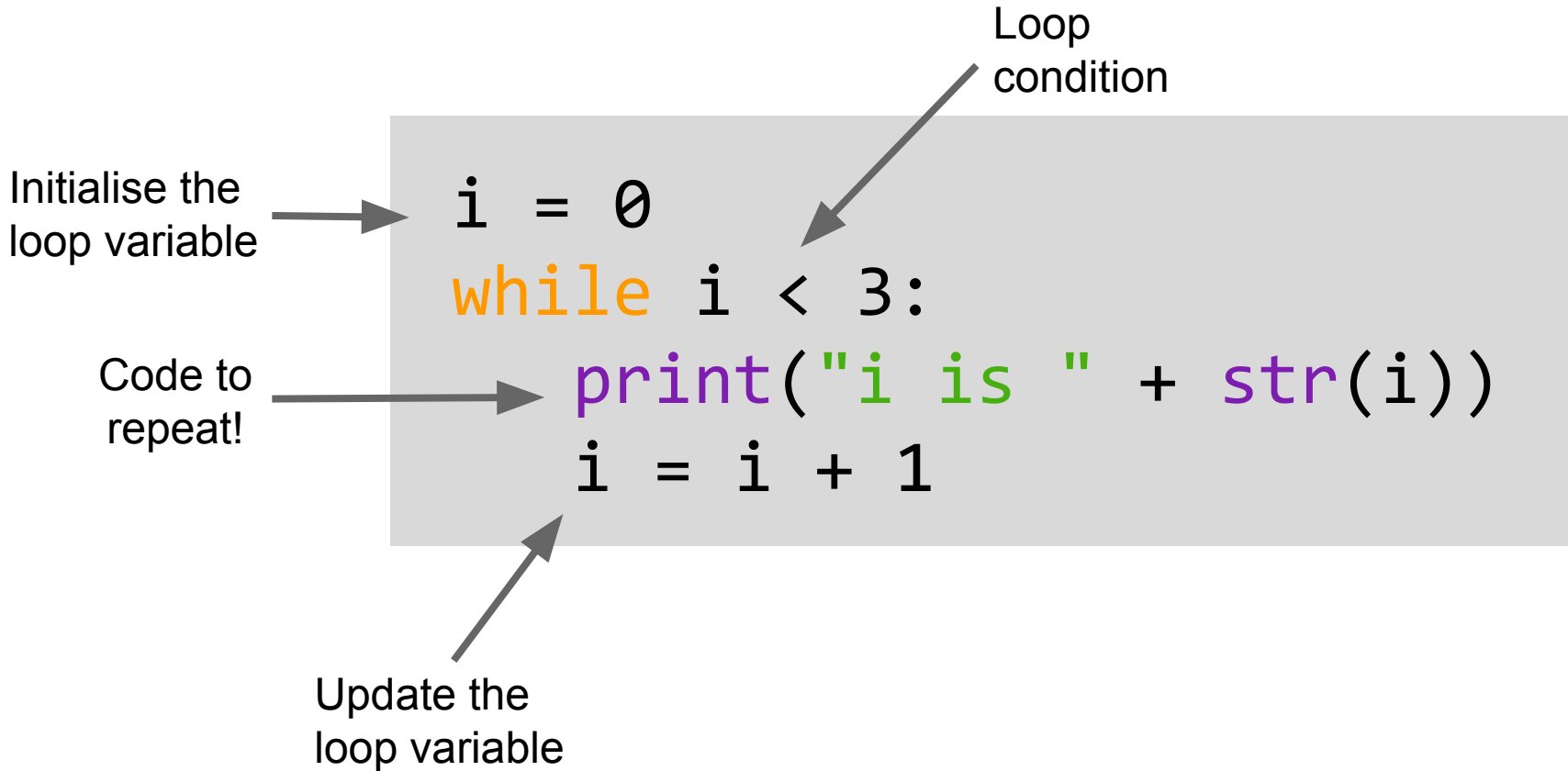
We are
done
with this
loop!

```
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
```

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?")
```

Not-so-infinite loop!

But we might want the loop to stop!

To break out of the loop, we could use:

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

How might we use the **break** keyword with **if**-statements?

Project Time!



while we're here:

Try to do Part 6!

And extension Parts 7 - 10

The tutors will be around to help!

Tell us what you think!

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