Lab 4

Restaurant Randomizer

In this lab we will create a program that takes in restaurant names until the user enters quit. The function **getInput()** will be called to take in the restaurant names from the user until “quit” or “Quit” is entered. These restaurants will be added to a list. A second function, called **randomize(lst),** will take the list as an argument and be called by **getInput(). Randomize(lst)** will generate a random number and use it as an index to print the restaurant at that index to the screen.

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| 40 pts | getLine() is the first function called. It loops until the user enters “quit” or “Quit”. It takes in user entered restaurant names and adds them to the list. The list is passed in a function call to randomize() |
| 40 pts | Randomize(lst) takes in a list from the function call in getInput() as an argument. It generates a random number and prints the list contents at the index of the random number. |
| 20 pts | Proper commenting at the top of the program and before each function. |