# PART 4: NATURAL LANGUAGE PROCESSING PROJECTS

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You’ve practiced formulating rules, and you’ve learned some Python syntax. Now you’re ready to dig into natural language processing by building three programs where the computer will perform actions with text you provide. Let’s get started!

**STUDENT CHOICE: YOUR OWN PROJECT!**

Now that you have made several of your own projects, you understand some basic Python fundamentals. You also have an understanding of how to translate rules of English syntax into code, so that a computer can interact with these rules computationally.

Now it’s time to get creative and put your knowledge of Python and English to the test. You’re going to create your very own program! If you’re not sure how to start, just think about the rules you studied earlier about the English language. Will you write a program involving parts or speech or a literary device? Consider how you could use those rules to make a program.

Review the other programs you’ve written so far and the explanations about Python syntax. Do additional research about Python to learn additional necessary syntax. Use the spaces below to help you map out your program before you write it using code in IDLE.

My ideas

My favorite/best idea

Pseudocode for my project

Skeleton code for my project

Final code for my project

Ask for help as you’re working on your project if you get stuck. Share your program with your classmates when you’re finished!

*Teachers:* As part of their final project, consider requiring students to write a reflection about their program. What is the purpose of their project? What English concepts do they use? What Python code do they use? What new Python or English concepts did they have to research?