Chapter 1 Lab: Game Zone

This program uses Python.

This program is for a 5 word Mad Lib, played by the user in the terminal.

START

1. Give me a Noun
2. Give me a Noun that rhymes with the first noun.
3. Give me a number.
4. Give ma a noun that rhymes with the number

Create a multi line string at the top of the code to serve as a comment to reference the structure of the mad lib.

Example:
Hickory Dickory 'first_noun'
The mouse ran up the 'second_noun'.
The 'second_noun' struck 'third_number',
The mouse 'fourth_noun' down,
Hickory Dickory 'first_noun'."

Create the following 5 variables with the 'input()' function, and ask the user the corresponding questions

Create a variable called 'mad_lib' and make it an f-string of the madlib in the example with the corresponding variables.

Use the 'print()' function to display the madlib to the terminal.

END