

Mad Libs

A Teknowledge Activity

Go to tinyurl.com/codingPython in your internet browser.

If you aren't already, **login** to your trinket.io account!

After each challenge, run your code so you can see what it does!

Student Learning Goals:

- **Learn about:** Strings, variable, Print output, Input

1.0 Words, words, words

In Python, you can create **variables**. In the following code, myName is a variable.

There are many types of variables, and one type is a **string**. A **string** is a type of variable represented by something in quotation marks. "Claire" is the string here.

Copy the following code to print a string.

```
myName = "Claire"
print(myName)
```



Modify the code so it prints a funny message.



Remember that in the first line, you set the variable myName to hold a string.

In the second line, you print the variable.

- Change the variable name, **myName**, to something else like **funnyMessage**!
- And, change the string to some funny message! Remember the quotation marks!

2.0 Who's There?

Erase the above code, and copy the following code.

```
myName = input("What's your name? ")
print("Hello, " + myName)
```



- When the code reads the input line, it pauses until you type something into the console. Type in your name, then press enter.
- Be amazed at what's printed!



2.1 Favorite Color

Modify the code you have so it asks for the user's favorite color, then prints yourFavColor + " is a cool color!".



2.2 Filling in the _____

Add the following lines of code.

```
adj = input("Please enter an adjective: ")
place = input("Please enter your favorite place to go: ")
print(name + " had a " + adj + " day at the " + place)
```



- Before running your code, try to understand what each new line of code is doing.
- If you don't understand a line of code, try changing parts of that line to see what it does. Ask a mentor if you need help!
- Be careful with the placement of the quotation marks!

3.0 Now Let's Tell a Story



Write the following code.

- Write code that tells the short story you wrote during paper programming, but replaces your nouns and adjectives with words that you ask the user to input.
- Hint: If you do not remember how to get user input or put the words together, take a look at the code we wrote above!

Have other students/mentors fill in your story when it's done!

4.0 Extra Features to Add!



Complete these bonus challenges with the help of your mentors.

- Add a welcome message to the beginning of your Mad Libs game.
 - For example, my Mad Libs prints “Welcome to Claire’s Mad Libs story!”
- Tell the story again!
 - Use a for loop to tell your story 2 more times, asking for new user inputs each time. Remember that with a for loop you don’t want to write your same code again and again, but let the program repeat it for you.
- Use a while loop and have your story run forever!

Bonus: What *kind* of loop would I have used if I wanted to print the following out?

**SAVE YOUR CODE!
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