## NAME:

These tasks will help you practice what you covered in your theory sessions about LISTS and ARRAYS.

 Create a program that will keep track of items for a shopping list. The program should keep asking for new items until nothing is entered (no input followed by enter/return key). The program should then display the full shopping list.

Please screenshot your COMMENTED code in the box below

```
Welcome to the shopping list maker. At the end, it will ask if you want to remove items.

Please enter your first shopping item. If you want to stop adding items, type in stopBread
Please enter another itemCheese
Please enter another itemMilk
Please enter another itemCereal
Please enter another itemChicken
You're shopping list is: ['Bread', 'Cheese', 'Milk', 'Cereal', 'Chicken']

I just asked for an input and added the inputs to a list
```

Improve the program so that it asks the user if they need shopping items removing from the list because they have been shopping. The program should then allow the user to print the new list.

Please screenshot your COMMENTED code in the box below

```
item4 = input(" Please enter another item")
 if item4 == "stop":
    shoppingList = [item1, item2, item3]
    print("You're shopping list is:", shoppingList)
    items()
item5 = input(" Please enter another item")
if item5 == "stop":
     shoppingList = [item1, item2, item3, item4]
    print("You're shopping list is:", shoppingList)
    items()
shoppingList = [item1, item2, item3, item4, item5]
print(" You're shopping list is:", shoppingList)
 answer = input("Do you want to remove any items? type in y/n")
    print(" You're shopping list is:", shoppingList)
 if answer == "v":
    removeItem = input("Type in item1, item2, item3, item4 or item5")
    if removeItem ==
         shoppingList.pop(0)
    print("You're list is", shoppingList)
if removeItem == "item2":
         shoppingList.pop(1)
    print("You're list is", shoppingList)
if removeItem == "item3":
        shoppingList.pop(2)
         print("You're list is", shoppingList)
    if removeItem == "item4":
         shoppingList.pop(3)
    print("You're list is", shoppingList)
if removeItem == "item5":
         shoppingList.pop(4)
         print("You're list is", shoppingList)
                                                                          In: I asked if the user wanted an item
removed and then I used pop to remove an item
```