

A Python Report

Project Title:-

**Your task is to generate a random story
every time user runs the program**

BACHELOR OF TECHNOLOGY

Computer science and Engineering

Submitted to

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LOVELY PROFESSIONAL UNIVERSITY

PHAGWARA, PUNJAB



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SUBMITTED BY:- Namratha Merla REG.NO:-12219524

ROLL.NO:-70

DESIGN AND SOURCE CODE:-

This is the code's screenshot and the code of this page is at next page,

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Python | python project.py
PROJECT2.PY | python project.py | NEW.py | inheritance.py | inheritance2.py | inheritance3.py | inheritance4.py | even.py | INIT FUNCTION.PY | program22nov.py
def menu():
    print("Press [1] to Enter the number")
    print("Press [0] to Exit the program.")
    menu()
    option = int(input("Enter your option:"))
    while option != 0:
        if option == 1:
            import random
            enemy = random.choice(["chihuahua", "border collie", "wolf"])
            father = random.choice(["John", "Mr.Pickles", "Hairyface", "Willy Wonka", "Steve", "Bob"])
            enemyadj = ["grimy", "suddy", "awful", "grotesque", "hideous", "adorable", "cute"]
            intro1 = "I was sitting on the edge of the rocky cliff beside my favourite tree."
            intro2 = "Alone in the searing desert, I was wondering why I was leaning against a cactus."
            intro3 = "Staring out my apartment window, I saw my reflection staring back at me."
            char1 = "As I looked out into the distance, I thought about my past and all of the drama in it."
            char2 = "I wondered if this was my destiny- trying to find happiness."
            char3 = "I pulled out the photo of my long lost mother and where on earth she could be."
            prob1 = "Suddenly I was covered from head to toe with darkness. I couldn't breathe or see. Everything went black..."
            prob2 = "All of a sudden a psychopathic " + enemy + " grinned at me, showing all his razor sharp teeth. Suddenly it started to claw at my face. From the loss of blood, I co
            prob3 = "I suddenly felt a sharp needle sink into my flesh. It was a tranquilizer. But before I knew it I started feeling really drowsy. Everything went black..."
            sol1 = "I forced my drowsy eyes open to see a bright light."
            sol2 = "I forced my drowsy eyes open to find myself on the back of a massive dragon and a man in front of me."
            sol3 = "I forced my drowsy eyes open to the sounds of a " + random.choice(
                enemyadj) + " " + enemy + " licking my face."
            end1 = "A man came to my side with a knife. It was my father!" + father + "!" "Go to sleep young one..."
            end2 = "It was difficult to keep my eyes open as I struggled to breathe. "
            end3 = "Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard..."
            while option != 0:
                if option == 1:
                    sol3 = "I forced my drowsy eyes open to the sounds of a " + random.choice(
                        enemyadj) + " " + enemy + " licking my face."
                    end1 = "A man came to my side with a knife. It was my father!" + father + "!" "Go to sleep young one..."
                    end2 = "It was difficult to keep my eyes open as I struggled to breathe. "
                    end3 = "Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard..."
                    intros = [intro1, intro2, intro3]
                    characters = [char1, char2, char3]
                    problems = [prob1, prob2, prob3]
                    solutions = [sol1, sol2, sol3]
                    endings = [end1, end2, end3]
                    print(random.choice(intros) + random.choice(characters))
                    print(random.choice(problems))
                    print(random.choice(solutions))
                    print(random.choice(endings))
                else:
                    print("Please enter a valid option")
                print()
                menu()
                option = int(input("Enter your option:"))
            print("Thank you")
        while option != 0:
            if option == 1:
```

SOURCE CODE:-

```
def menu():
```

```
    print("Press [1] to Enter the number")
```

```
    print("Press [0] to Exit the program.")
```

```
menu()
```

```
option=int(input("Enter your option:"))
```

```
while option !=0:
```

```
    if option ==1:
```

```
        import random
```

```
        enemy = random.choice (["chihuahua", "border collie", "wolf"])
```

```
        father = random.choice (["John", "Mr.Pickles", "Hairyface", "Willy Wonka", "Steve",  
"Bob"])
```

```
        enemyadj = ["grimy", "muddy", "awful", "grotesque", "hideous", "adorable", "cute"]
```

```
        intro1 = "I was sitting on the edge of the rocky cliff beside my favourite tree."
```

```
        intro2 = "Alone in the searing desert, I was wondering why I was leaning against a  
cactus."
```

```
        intro3 = "Staring out my apartment window, I saw my reflection staring back at me."
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```
        char1 = "As I looked out into the distance, I thought about my past and all of the drama  
in it."
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```
        char2 = "I wondered if this was my destiny- trying to find happiness."
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```
        char3 = "I pulled out the photo of my long lost mother and where on earth she could  
be."
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        prob1 = "Suddenly I was covered from head to toe with darkness. I couldn't breathe or  
see. Everything went black..."
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```
        prob2 = "All of a sudden a psychopathic " + enemy + " grinned at me,showing all his  
razor sharp teeth. Suddenly it started to claw at my face. From the loss of blood, I collapsed  
onto the tough ground..."
```

prob3 = "I suddenly felt a sharp needle sink into my flesh. It was a tranquilizer. But before I knew it I started feeling really drowsy. Everything went black..."

sol1 = "I forced my drowsy eyes open my eyes to see a bright light."

sol2 = "I forced my drowsy eyes open to find myself on the back of a massive dragon and a man in front of me."

*sol3 = "I forced my drowsy eyes open to the sounds of a " + random.choice(
enemyadj) + " " + enemy + " licking my face."*

end1 = "A man came to my side with a knife. It was my father!" + father + "!" ""Go to sleep young one..."

end2 = "It was difficult to keep my eyes open as I struggled to breathe. "

end3 = "Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard..."

intros = [intro1, intro2, intro3]

characters = [char1, char2, char3]

problems = [prob1, prob2, prob3]

solutions = [sol1, sol2, sol3]

endings = [end1, end2, end3]

print(random.choice(intros) + random.choice(characters))

print(random.choice(problems))

print(random.choice(solutions))

print(random.choice(endings))

else:

print("Please enter a valid option")

print()

menu()

option = int(input("Enter your option:"))

print("Thank you")

RESULT PAGE

```
C:\Python\python project.py
PROJECT2.PY x python project.py x NEW.py x inheritance.py x inheritance2.py x inheritance3.py x inheritance4.py x even.py x INIT FUNCTION.PY.py x program22nov.py x
48
49 print("Thank you")
50

Run: python project
C:\Users\Lenovo\AppData\Local\Programs\Python\Python310\python.exe "C:\Python\python project.py"
Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Alone in the searing desert, I was wondering why I was leaning against a cactus.I wondered if this was my destiny- trying to find happiness.
All of a sudden a psychopathic wolf grinned at me,showing all his razor sharp teeth. Suddenly it started to claw at my face. From the loss of blood, I collapsed onto the tough gr
I forced my drowsy eyes open to the sounds of a cute wolf licking my face.
Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard...

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Alone in the searing desert, I was wondering why I was leaning against a cactus.As I looked out into the distance, I thought about my past and all of the drama in it.
I suddenly felt a sharp needle sink into my flesh. It was a tranquilizer. But before I knew it I started feeling really drowsy. Everything went black...
I forced my drowsy eyes open to the sounds of a adorable wolf licking my face.
Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard...

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Please enter a valid option

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Thank you
```

```
C:\Python\python project.py
PROJECT2.PY x python project.py x NEW.py x inheritance.py x inheritance2.py x inheritance3.py x inheritance4.py x even.py x INIT FUNCTION.PY.py x program22nov.py x
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49 print("Thank you")
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Enter your option:
Alone in the searing desert, I was wondering why I was leaning against a cactus.I wondered if this was my destiny- trying to find happiness.
All of a sudden a psychopathic wolf grinned at me,showing all his razor sharp teeth. Suddenly it started to claw at my face. From the loss of blood, I collapsed onto the tough
ground...
I forced my drowsy eyes open to the sounds of a cute wolf licking my face.
Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard...

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Alone in the searing desert, I was wondering why I was leaning against a cactus.As I looked out into the distance, I thought about my past and all of the drama in it.
I suddenly felt a sharp needle sink into my flesh. It was a tranquilizer. But before I knew it I started feeling really drowsy. Everything went black...
I forced my drowsy eyes open to the sounds of a adorable wolf licking my face.
Out of nowhere, a duck wearing a deerstalker looked me in the eye and pointed a gun at me. 'Quack.' And that was the last thing I heard...

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Please enter a valid option

Press [1] to Enter the number
Press [0] to Exit the program.
Enter your option:
Thank you
```

CONCLUSION

We hope and wish that this document will help you understand about our minimal but attractive project which produces a random tale, Every time the user runs the program.