

# Mad Libs

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## 1 Overview

A Mad Lib is a game where you use a template to tell a story. The game works by having someone fill words into a story template with minimal context or information about the story. The Mad Lib might ask the player for an adjective or a proper name, with no hint of how the word will become part of the story. The player must decide on all the words before the story is read. The fun and humor of the game is discovering how those words are used in the story.

## 2 Learning Outcomes

**By the end of this project students should be able to:**

- write, save, and evaluate simple programs;
- read and write programs with string literals;
- read and write programs with simple function calls (e.g., input, print);
- break up simple problems into multiple steps;
- work effectively with a partner using pair-programming;
- write an effective report that describes the students' problem solving process.

## 3 Pre-Lab Instructions

**Do this part before you come to lab:**

While the Mad Lib game should be written in the lab with your partner, there are a few things you should do to prepare before coming to the lab:

- Read Problem Space Chapter 3: Primitive Expressions.
- If you have never played a Mad Lib before, try one before class:  
<http://www.eduplace.com/tales/>
- Come up with your own Mad Lib and bring it to lab. Be prepared to show this to the lab aide at the beginning of lab.

## 4 Lab Instructions

Do this part in lab:

**Step 1.** Discuss your Mad Lib from your pre-lab with your partner. What are the important features? What makes it fun?

**Step 2.** Use a sheet of paper to design a new Mad Lib with your partner. This should look like a Mad Lib you might play in a book. This template is your plan for this project.

**Step 3.** Create a file called “madlib.py” and convert your Mad Lib into Python code. There’s really only three things you need to know:

1. how to get user input and store it in a variable,
2. how to concatenate (join) strings, and
3. how to print strings.

Here’s an example that illustrates these processes:

```
1 first_adjective = input("Type an adjective: ")
2 first_noun = input("Type a plural noun: ")
3 first_name = input("Type a friend's name: ")
4
5 print("My First Mad Lib Story")
6 print("=====")
7 print("There once was a " + first_adjective + " boy " +
8       "who liked " + first_noun + ".")
9 print("His best friend was named " + first_name)
```

Your Mad Lib should be a lot longer. You should have at least 12 questions and 10 lines to your story. But feel free to add more and most importantly be creative!

**Step 5.** Run the application to make sure your Mad Lib works. If it doesn’t, see if you can figure out how to fix it. Your partner and the lab staff are here to help.

**Step 6.** Take a screenshot of your window. In Microsoft Windows you can do this by selecting the window and press ALT and Print Screen.

When you have completed the lab run pep8 against your code until all formatting errors have been corrected and your code is PEP 8 compliant. See the Getting Started lab if you need instructions on running the program, or the pep8 documentation found [here](#). Then submit your code along with your lab report.