**Level 1: Input & Logic**

2. Because after it prints “Type your name:”, assigns the name variable to the input function causing it to ask for your input, then prints “Hi <name> how are you?”.

3.

1. myName = "Rajanveer"
3. **print**("Enter a name:")
4. chosenName = input()
6. **if** (chosenName == myName):
7. **print**("Hey, It's me!")
8. **elif**(chosenName == "John"):
9. **print**("Hey, you're", myName, "’s friend, John")
10. **elif**(chosenName == "Megan"):
11. **print**("Hey, you're", myName, "’s friend, Megan")
12. **else**:
13. **print**("Sorry, I don't know who you are.")

**Level 2: Loops**

1.

1. mycount = 0
3. **while** (mycount < 5):
4. **print**('The count is:', mycount)
5. mycount = mycount + 1

2. a)

1. friends = ["John", "Arbaaz", "Megan", "Jennifer", "Kacey"]

b) 4

e)

1. friends = ["John", "Arbaaz", "Megan", "Jennifer", "Kacey"]
3. **for** friend **in** friends:
4. **print**("Hello " + friend)

3.

1. MAX\_VALUE = 5
3. count = 0
5. **while**(count <= 5):
6. **print**(count)
7. count += 1

4.

1. friends = ["John", "Arbaaz", "Megan", "Jennifer", "Kacey"]
3. index = 0
5. **while**(index < len(friends)):
6. **print**(friends[index])
7. index += 1

**Level 3: Functions**

1. selectedShoe = ""
3. **def** pickShoe(number):
4. **if**(number == 1):
5. selectedShoe = "New Balance"
6. **else**:
7. selectedShoe = "Puma"
8. **print**("You selected the pair of shoes: " + selectedShoe)
10. **def** putOnShoe():
11. **print**("You put on the shoes")

14. **def** walk():
15. **print**("You were running them stepped in a puddle water")

18. pickShoe(1)
19. putOnShoe()
20. walk()