Automatic story generator

In [8]:
```python
# Importing random module
import random

# Defining list of phrases which will help to build a story
start_for = ['Once a day', ' We are going on', 'Once upon a time']
character = [' there lived a king.',' there was a man named Jack.',' there lived a farmer.']
time = [' One day', ' One full-moon night']
storyday = [' he was passing by',' he was going for a picnic to ']
place = [' the mountains', ' the garden']
second_character = [' he saw a man', ' he saw a young lady']
age = [' who seemed to be in late 20s', ' who seemed very old and feeble']
work = [' searching somthing in day or night.', ' daily digging in day or night .']

# Selecting an item from each list and concatenating them.
print(random.choice(start_for)+random.choice(character)+random.choice(time)+random.choice(storyday) +
        random.choice(place)+random.choice(second_character)+random.choice(age)+random.choice(work))
```

 We are going on there lived a farmer. One full-moon night he was passing by the garden he saw a man who seemed to be in late 20s searching somthing in day or night.

In [ ]: