(Beta) The Year 2025 — Notes for Club Leaders

Introduction:

This project teaches children how to use variables within a Python program, and how to perform calculations on data stored in variables. This is achieved through writing a program to calculate what a person's age will be in the year 2025.

Resources

For this project, Python will need to be installed. It is recommended that version 3.2 of Python is installed.

You can find a completed version of this project's challenges by clicking the 'Download Project Materials' link for this project, which contains:

- [ ] TheYear3000.py
- [ ] AgeInDogYears.py

Learning Objectives

- [ ] Data types;
- [ ] Numbers and calculations;
- [ ] Variables;
- [ ] Text input using `input()` ;
- [ ] Casting (string → integer) using `int()` .

Challenges

- [ ] Pocket money - expressions using numbers;
- [ ] Changing dates - altering data used in the calculations;
- [ ] The year 3000! - Adding a variable to a program;
- [ ] Your age in dog years - applying the use of variables to a new problem.

Frequently Asked Questions

There are 2 different ways of printing numbers:

- By passing numbers as separate parameters to the `print()` function, for example:

```
print("I am", 11, "years old")
```

In this case, a space is added between each parameter.

- By casting the number to text with the `str()` function and then adding it to another text string, for example:

```
print("I am " + str(11) + " years old")
```

In this case, spaces neeed to be added.
