Assignment 4: User Input

1. Create a new python project called AboutYou.py.
2. Prompt the user for their name and store the name in a String variable called ‘name’ using this code:

name = str(raw\_input("What's your name? "))

1. Next, use the name to make a personalized prompt for the age, which you should store in an int variable. For example, if the name was Alix, the next line should print something like “Hi, Alix! How old are you?”.
2. Continue prompting and storing the following information from the user.
   1. Birthday (day as an int, month as a String, year as an int)
   2. Favorite Book (as a String)
   3. Hometown (as a String)
   4. Lucky number (as a double)
   5. Shoe size (as a double)
   6. On a scale of 1 to 5, how excited they are to learn Python (as a double)
   7. One cool fact about them (as a String)
3. Run the program and make sure the dialogue works as expected.
4. Next, have the program print out all the information in the following format:

Alix Feinsod, age 22, was born on November 22, 1994 in Berkeley. Alix has lucky number 7, favorite book Harry Potter, and a shoe size of 7.5. On a scale of 1 to 5, Alix is this excited to learn about Python: 10! A fun fact about Alix is: I love cats!

1. Run the program and make sure the output works as expected.
2. Now, we will do some math. Create new variables, using the existing ones, to represent the following information:
   1. An int that is their age in 5 years from now
   2. A boolean that is true if their age is equal to their birthday (day of the month they were born)
   3. A boolean that is true if their birth year divided by 2000 is greater than 1, which will mean they were born in or after the year 2000
   4. A double that is their shoe size mutliplied by their excitement level
3. Have all of the new information printed as well, with explanations of each one.
4. Run the program and make sure the output works as expected.
5. Save the project and email to the instructor.