

Lab 2.04 - College Chooser

1. In your notebook

For each example below, predict what will be printed. Next, run the program and confirm what was output.

Example 1

```
a = ['a', 'b', 'c', 'd', 'e']  
print(a[0])  
print(a[3])
```

Example 2

```
a = ['a', 'b', 'c', 'd', 'e']  
print(a[len(a) - 3])
```

Example 3

```
a = ['a', 'b', 'c', 'd', 'e']  
print(a[len(a) - 6])
```

Example 4

```
a = ['a', 'b', 'c', 'd', 'e']  
a[3] = 'haha'  
print(a)
```

2. Create this game again using lists and indexes. Updated rules below

- Declare 10 prizes (prize0, prize1, prize2 at the top of your file), but store them all in a list.
- User picks a number.
- Print prize associated with the door user picked.

3. Create a quiz

Choose which college you should go to (or another topic of your choice) The program should ask the user a question and list five possible answers. If the student chooses the first answer, add 1 point to `School[0]`. If they choose the second answer add 1 point to `School[1]`, and so on. At the end print out the schools and the scores for each school.

- Create a list of 5 options of colleges.
- Create a different list of five 0s, representing the user's votes so far.
- Create 4 questions. Each question should have five different answers. Each answer corresponds to the specific school option.
- At the end print off the 5 different schools and the score the user got for each of those schools.

Bonus

Research nested lists and work through the following:

Bonus Example 1

```
a = ['a', 'b', 'c', ['d', 'e']]
print(len(a))
```

Bonus Example 2

```
a = ['a', 'b', 'c', ['d', 'e']]
b = a[3]
print(b)
```

Bonus - In your Notebook

How would you access 'd' from the list `a`?