# Lab 2.03 - Game Show

## In your Notebook

### Follow the flow of execution in the following programs and predict what will happen for each one

### Example 1

1. Follow the flow of execution in the following programs and predict what will happen for each one:

### Example 2

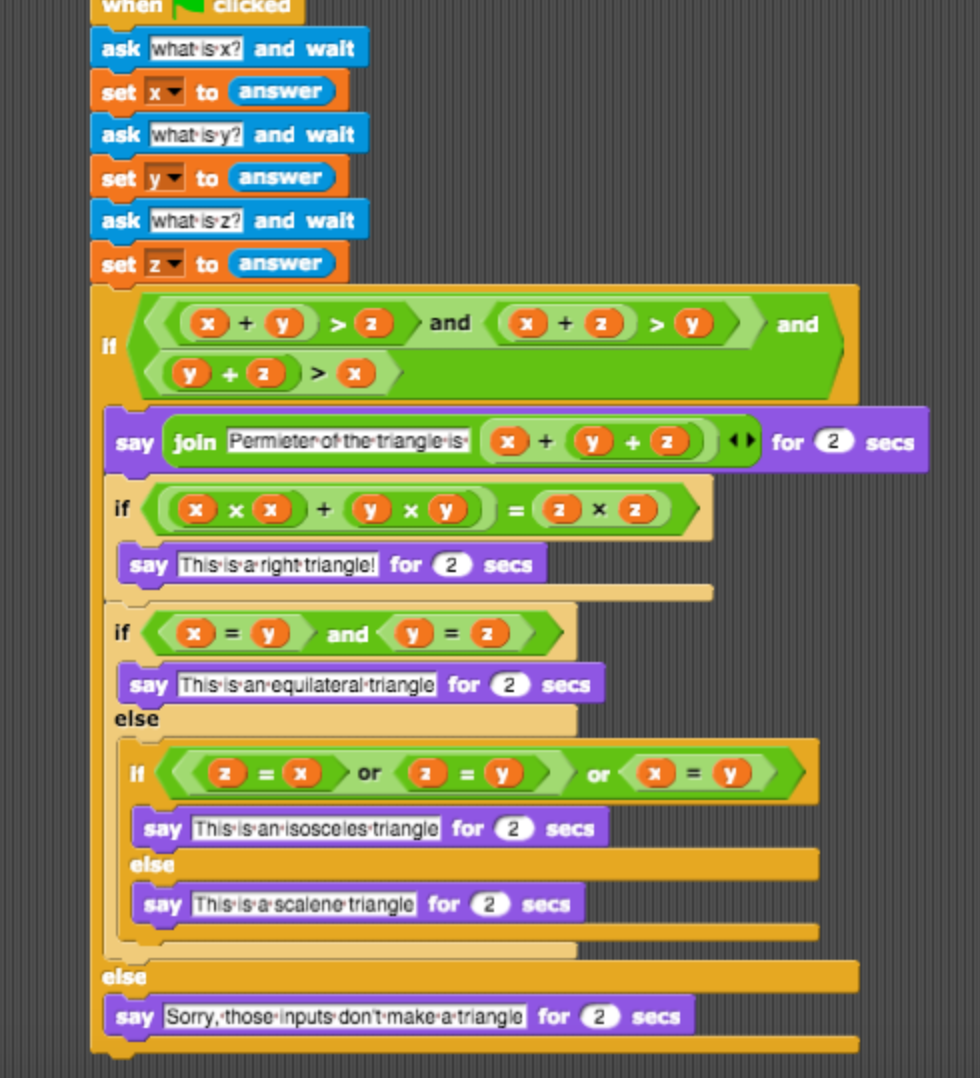
a = input("What... is your quest")  
 b = "to seek the holy grail"  
 if a != b:  
 print("Go On. Off you go")  
 else:  
 b = input("What...is the air-speed velocity of an unladen swallow?")  
 if b == "What do you mean? An African or European swallow?":  
 print("I don't know that...AHHH [Bridgekeeper was thrown over bridge]")  
 else:  
 print("[you were thrown over bridge]")

### Example 3

user\_input = input("What is your favorite color"):  
 if user\_input == 'blue':  
 print("Blueskadoo")  
 elif user\_input == "red":  
 print("Roses are red!")  
 elif user\_input == "yellow":  
 print("Mellow Yellow")  
 elif user\_input == "green":  
 print("Green Machine")  
 elif user\_input == "orange":  
 print("Orange you glad I didn't say banana.")  
 elif user\_input == "black":  
 print("I see a red door and I want it painted black")  
 elif user\_input == "purple":  
 print("And we'll never be royalllssss")  
 elif user\_input == "pink":  
 print("Pinky- and the Brain")  
 else:  
 print("I don't recognize that color. Is it even...??")

## In your Console

### Translate this Snap! program into a Python program



triangle\_program

### Create a game show program

* Declare 10 prizes (prize1, prize2, prize 3 at the top of your file)
* User picks a number
* The prize corresponding with that door is printed for the user.

## Bonus

Research lists in Python. Re-implement problem 3 using lists.