# Lab 2.04 - Food 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

Create a food quiz using lists and indexes.

1. List of 6 different foods
2. Ask the user 8 vague questions to find out what their favorite food it out of the list
3. Update the score and print their top 2 favorite foods

Hint: google how to find the biggest number in a list python

[Starter code here](Starter_food_chooser.py)

## 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?