

# 1 - Unit Activity

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Programming Level 1 and 2

Steveston-London Secondary Computing Studies

## Big Ideas from **Unit 1**

- Input (`input()`) and output (`print()`)
- Variables and *assignment*
- Conditionals and `if` statements (with `elif`, and `else`)
  - `and`, `or`, `<`, `>`, `<=`, `>=`, and `==`
- Types
  - `str`, `int`, `float`
  - converting between these types
- Functions (`def`)

## Activity

Your task is to create a **Python** file that contains all the concepts that we've used so far.

## Requirements

It should have **all** of the following:

- At least one conditional that uses `if`, `elif`, and `else`
- At least one `input()` function call
- At least one `print()` function call
- At least one custom function that you've created:
  - the function should have at least one **parameter**
  - the function should also **return** a value
- Named unit-1-activity.py
- Contain a header at the top of the file

You'll have three classes to work on this.

Once finished with testing, save the `.py` file in your Programming folder.

Delivery date is **Friday, 8 March** at **7:00PM**.

Delivery link will be sent out later on this week.