Grades for Daen Antule

Course

Programming Building Bloc ⌄

Arrange By

Due Date ⌄

Apply

NAME	DUE	STATUS	SCORE	
01 Prepare: Checkpoint Checkpoints	Jan 8 by 9:59am		10 / 10	☑

SCORE DETAILS — *CLOSE*

Mean: 10 Median: 10	High: 10 Upper Quartile: 10	Low: 10 Lower Quartile: 10		▮

NAME	DUE	STATUS	SCORE	
01 Prepare: Icebreaker Team Activities	Jan 8 by 9:59am		50 / 50	☑

SCORE DETAILS — *CLOSE*

Mean: 48.89 Median: 50	High: 50 Upper Quartile: 50	Low: 0 Lower Quartile: 50		▮

NAME	DUE	STATUS	SCORE	
01 Prove: Assignment Assignments	Jan 8 by 9:59am		50 / 50	☑ 💬 2

SCORE DETAILS — *CLOSE*

Mean: 48.78 Median: 50	High: 50 Upper Quartile: 50	Low: 0 Lower Quartile: 50		▮

COMMENTS — *CLOSE*

5 - Shows creativity and exceeds requirements

This program demonstrates the use of input and output, as well as the use of 'if' and 'elif' statements and 'while' loops to control the flow of the program. It also shows creativity in the way it shows different text colors, personalizes the messages based on the user's inputs, and allows the user to run the script multiple times with new inputs each time.

Great Job!

Daen Antule, Jan 7 at 12:25am

Jeremy Pratt, Jan 14 at 8:35pm

NAME	DUE	STATUS	SCORE	
02 Prepare: Checkpoint Checkpoints	Jan 11 by 9:59am		10 / 10	☑

SCORE DETAILS — *CLOSE*

Mean: 9.56 Median: 10	High: 10 Upper Quartile: 10	Low: 0 Lower Quartile: 10		▮

NAME	DUE	STATUS	SCORE	
02 Teach: Programming Activity Team Activities	Jan 13 by 9:59am		100 / 100	☑

SCORE DETAILS — *CLOSE*

Mean: 95 Median: 100	High: 100 Upper Quartile: 100	Low: 0 Lower Quartile: 100		▮

NAME	DUE	STATUS	SCORE	
02 Ponder: Reflection Reflections	Jan 15 by 9:59am		20 / 20	

SCORE DETAILS   *CLOSE*

Mean: 18.67	*High: 20*	*Low: 0*	
Median: 20	*Upper Quartile: 20*	*Lower Quartile: 20*	

NAME	DUE	STATUS	SCORE	
02 Prove: Assignment Assignments	Jan 15 by 9:59am		50 / 50	💬 2

SCORE DETAILS   *CLOSE*

Mean: 46	*High: 50*	*Low: 0*	
Median: 50	*Upper Quartile: 50*	*Lower Quartile: 50*	

COMMENTS   *CLOSE*

5. Made it my own
I tried adding simple options, such as prompting the user to input additional words to incorporate into the story, allowing the user to choose the ending of the story, and using formatting techniques to add visual interest to the narrative. It seems like adding a while loop through all my submitted codes, prompting the user to run the program again or close it, is good UI practice.

Daen Antule, Jan 10 at 6:05pm

Great Job!

Jeremy Pratt, Jan 22 at 7:38am

NAME	DUE	STATUS	SCORE	
03 Prepare: Checkpoint Checkpoints	Jan 18 by 9:59am		10 / 10	

SCORE DETAILS   *CLOSE*

Mean: 9.11	*High: 10*	*Low: 0*	
Median: 10	*Upper Quartile: 10*	*Lower Quartile: 10*	

NAME	DUE	STATUS	SCORE	
03 Teach: Team Activity Team Activities	Jan 20 by 9:59am		100 / 100	

SCORE DETAILS   *CLOSE*

Mean: 79.11	*High: 100*	*Low: 0*	
Median: 100	*Upper Quartile: 100*	*Lower Quartile: 80*	

NAME	DUE	STATUS	SCORE	
03 Ponder: Check Your Understanding Check Your Understanding	Jan 22 by 9:59am		20 / 20	

SCORE DETAILS   *CLOSE*

Mean: 17.33	*High: 20*	*Low: 0*	
Median: 20	*Upper Quartile: 20*	*Lower Quartile: 18*	

NAME	DUE	STATUS	SCORE	
03 Prove: Milestone - Progress Report Assignments	Jan 22 by 9:59am		20 / 20	

SCORE DETAILS CLOSE

Mean: 18.22	High: 20	Low: 0	
Median: 20	Upper Quartile: 20	Lower Quartile: 20	

03 Prove: Milestone - Code Submission
Assignments

Jan 22 by 9:59am   5 / 5   💬 2

SCORE DETAILS CLOSE

Mean: 4.44	High: 5	Low: 0	
Median: 5	Upper Quartile: 5	Lower Quartile: 5	

COMMENTS CLOSE

Completed the following:
Ask the user for the price of a child and an adult meal and store these values properly into variables as floating point numbers.
Ask the user for the number of adults and children and store these values properly into variables as integers.
Ask the user for the sales tax rate and store the value properly as a floating point number.
Compute and display the subtotal (don't worry about rounding to two decimals at this point).
Compute and display the sales tax.
Compute and display the total.
Ask the user for the payment amount and store the value properly as a floating point number.
Compute and display the change.
Include a dollar sign ($) before each displayed value.
Display each value to two decimals.
Double check that the calculations are correct.

Daen Antule, Jan 16 at 1:56pm

I believe I have completed most of the necessary steps for the Meal Price Calculator. I have not added any additional features or creativity for the activity yet. For the assignment submission next week, I want to contribute any fixes and other features I can think of. For example, I'll try to be more creative by providing input validation to ensure that the user enters valid values, prompt to calculate again, and try to include features like the option to include drinks, appetizers, or a tip percentage in the meal.

Great Progress!

Jeremy Pratt, Jan 29 at 6:37am

04 Prepare: Checkpoint
Checkpoints

Jan 25 by 9:59am   10 / 10

SCORE DETAILS CLOSE

Mean: 8.67	High: 10	Low: 0	
Median: 10	Upper Quartile: 10	Lower Quartile: 10	

04 Teach: Team Activity
Team Activities

Jan 27 by 9:59am   100 / 100

SCORE DETAILS CLOSE

Mean: 83.11	High: 100	Low: 0	
Median: 100	Upper Quartile: 100	Lower Quartile: 100	

04 Ponder: Reflection
Reflections

Jan 29 by 9:59am   20 / 20

SCORE DETAILS CLOSE

Mean: 17.78	High: 20	Low: 0	
Median: 20	Upper Quartile: 20	Lower Quartile: 20	

NAME	DUE	STATUS	SCORE	

04 Prove: Assignment
Assignments

Jan 29 by 9:59am

100 / 100

☑ 📋 💬 2

COMMENTS   *CLOSE*

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5. Made it my own

The program I made from the assignment asks the user to enter the price of a child's meal, the price of an adult's meal, the number of children and adults, and the sales tax rate. But I made it my own by including features that the user might also want to include, such as drinks, appetizers, and a tip. It then calculates a subtotal, sales tax, tip, and total price based on the user's inputs and displays these values to the user.

Daen Antule, Jan 28 at 4:18pm

I used a combination of while loops and try/except blocks to handle errors and ensure that the user entered valid input. There are also if-else statements to handle the inclusion of drinks, appetizers, and a tip in the final calculation. It has an outer loop that continues indefinitely, so the user can input multiple sets of data without having to restart the program.

Great Job!

Jeremy Pratt, Feb 5 at 8:07am

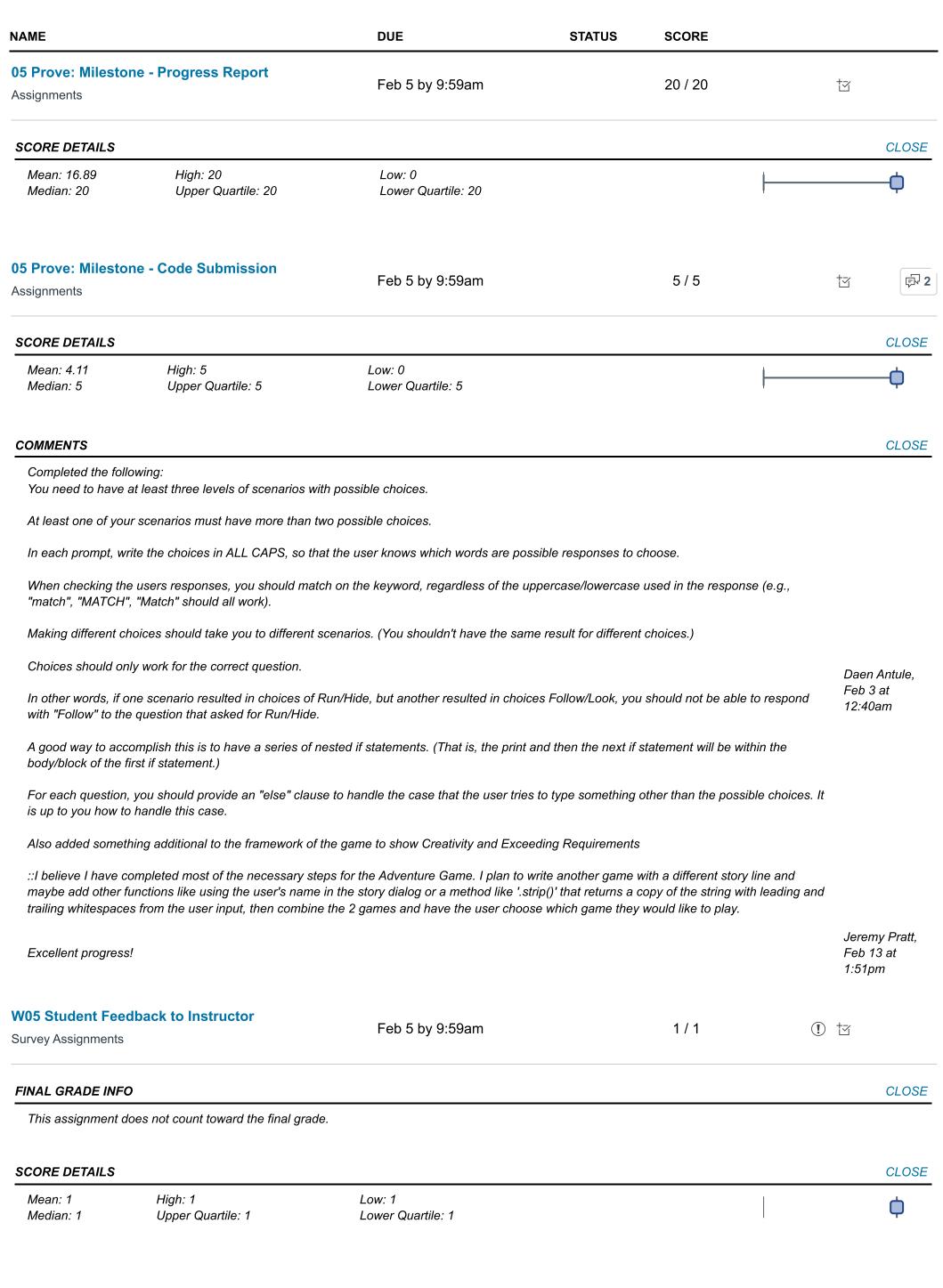Assessment by Jeremy Pratt

Close Rubric

04 PROVE (1)

CRITERIA	RATINGS				PTS
Meal Prices view longer description	**15 pts** **Complete** The program correctly prompts for and stores the meal price variables, including using the proper data type. ▲	**13 pts** **Nearly Complete** The program prompts for and stores the meal price variable but uses a string instead of a number.	**7 pts** **Developing** The program prompts for, but does not correctly store the meal price variables.	**0 pts** **Incomplete** No attempt to store meal prices.	15 / 15 pts
Quantities of People view longer description	**15 pts** **Complete** The program correctly prompts for and stores the quantity of people in variables, including using the proper data type. ▲	**13 pts** **Nearly Complete** The program prompts for and stores the quantity of people but uses a string instead of a number.	**7 pts** **Developing** The program prompts for, but does not correctly store the quantity of people in variables.	**0 pts** **Incomplete** No attempt to store the quantity of people.	15 / 15 pts
Sales Tax Rate view longer description	**10 pts** **Complete** The program correctly computes the subtotal. ▲	**8 pts** **Nearly Complete** The program prompts for and stores the sales tax, but uses a string instead of a number.	**5 pts** **Developing** The program prompts for, but does not correctly store the sales tax in a variable.	**0 pts** **Incomplete** No attempt to store the sales tax.	10 / 10 pts
Subtotal view longer description	**15 pts** **Complete** The program correctly computes the subtotal. ▲	**8 pts** **Developing** The program attempts to compute the subtotal but errors exist in the calculation or the variables are not the right type.		**0 pts** **Incomplete** No attempt to compute the subtotal.	15 / 15 pts
Sales Tax view longer description	**7 pts** **Complete** The program correctly computes the sales tax. ▲	**4 pts** **Developing** The program attempts to compute the Sales Tax but errors exist in the calculation or the variables are not the right type.		**0 pts** **Incomplete** No attempt to compute the sales tax.	7 / 7 pts
Total view longer description	**5 pts** **Complete** The program correctly computes the total. ▲	**2.5 pts** **Developing** The program attempts to compute the total but errors exist in the calculation or the variables are not the right type.		**0 pts** **Incomplete** No attempt to compute the sales tax.	5 / 5 pts
Payment Amount view longer description	**5 pts** **Complete** The program correctly prompts for and stores the payment amount	**2.5 pts** **Developing** The program prompts for, but does not correctly store the payment.		**0 pts** **Incomplete** No attempt to compute the payment amount.	5 / 5 pts

04 PROVE (1)

CRITERIA	RATINGS				PTS
	▲				
Change view longer description	**5 pts** **Complete** The program correctly computes the change amount.	**3 pts** **Developing** The program attempts to compute the change amount, but errors exist.	**0 pts** **Incomplete** No attempt to compute the change amount.		5 / 5 pts
	▲				
Display view longer description	**15 pts** **Complete** The program displays values with proper formatting, including $, decimal places, and whitespace in the display. ▲	**10 pts** **Nearly Complete** The program displays the subtotal, sales tax, total, and change with some formatting, but is missing $'s, appropriate whitespace, or does not use the proper number of decimal places.	**5 pts** **Developing** Either the program displays the subtotal, sales tax, total, and change with no formatting, or the program didn't display all of the required values.	**0 pts** **Incomplete** No attempt at displaying the subtotal, sales tax, total, and change.	15 / 15 pts
Creativity view longer description	**8 pts** **Complete** Additional creativity was added to the program with 1-2 sentences description of the creativity. ▲	**0 pts** **Incomplete** No attempt at creativity was made.			8 / 8 pts

Total Points: 100

05 Prepare: Checkpoint
Checkpoints

Feb 1 by 9:59am   10 / 10

SCORE DETAILS   *CLOSE*

Mean: 8.89	*High: 10*	*Low: 0*
Median: 10	*Upper Quartile: 10*	*Lower Quartile: 10*

05 Teach: Team Activity
Team Activities

Feb 3 by 9:59am   100 / 100

SCORE DETAILS   *CLOSE*

Mean: 84.22	*High: 100*	*Low: 0*
Median: 100	*Upper Quartile: 100*	*Lower Quartile: 100*

05 Ponder: Check Your Understanding
Check Your Understanding

Feb 5 by 9:59am   20 / 20

SCORE DETAILS   *CLOSE*

Mean: 15.78	*High: 20*	*Low: 0*
Median: 20	*Upper Quartile: 20*	*Lower Quartile: 16*

NAME	DUE	STATUS	SCORE	
05 Prove: Milestone - Progress Report Assignments	Feb 5 by 9:59am		20 / 20	☑

NAME	DUE	STATUS	SCORE	
05 Prove: Milestone - Code Submission Assignments	Feb 5 by 9:59am		5 / 5	☑ 💬 2

COMMENTS   *CLOSE*

Completed the following:
You need to have at least three levels of scenarios with possible choices.

At least one of your scenarios must have more than two possible choices.

In each prompt, write the choices in ALL CAPS, so that the user knows which words are possible responses to choose.

When checking the users responses, you should match on the keyword, regardless of the uppercase/lowercase used in the response (e.g., "match", "MATCH", "Match" should all work).

Making different choices should take you to different scenarios. (You shouldn't have the same result for different choices.)

Choices should only work for the correct question.

In other words, if one scenario resulted in choices of Run/Hide, but another resulted in choices Follow/Look, you should not be able to respond with "Follow" to the question that asked for Run/Hide.

A good way to accomplish this is to have a series of nested if statements. (That is, the print and then the next if statement will be within the body/block of the first if statement.)

For each question, you should provide an "else" clause to handle the case that the user tries to type something other than the possible choices. It is up to you how to handle this case.

Also added something additional to the framework of the game to show Creativity and Exceeding Requirements

::I believe I have completed most of the necessary steps for the Adventure Game. I plan to write another game with a different story line and maybe add other functions like using the user's name in the story dialog or a method like '.strip()' that returns a copy of the string with leading and trailing whitespaces from the user input, then combine the 2 games and have the user choose which game they would like to play.

Daen Antule, Feb 3 at 12:40am

Excellent progress!

Jeremy Pratt, Feb 13 at 1:51pm

NAME	DUE	STATUS	SCORE	
W05 Student Feedback to Instructor Survey Assignments	Feb 5 by 9:59am		1 / 1	⊘ ☑

NAME	DUE	STATUS	SCORE	
06 Prepare: Checkpoint Checkpoints	Feb 8 by 9:59am		10 / 10	☑

NAME	DUE	STATUS	SCORE

06 Teach: Team Activity

Team Activities

Feb 10 by 9:59am   100 / 100

06 Ponder: Reflection

Reflections

Feb 12 by 9:59am   20 / 20

06 Prove: Assignment

Assignments

Feb 12 by 9:59am   100 / 100   2

COMMENTS   *CLOSE*

5. Made it my own

The program starts by printing a welcome message and then calls the 'lost_treasure' function to start the game.
I made 2 functions 'lost_treasure' and 'play_again' that can be easily called when handling game resets.
The 'lost_treasure' function represents the main gameplay with at least 3 to four lelvels, where the player is asked to make a series of choices. The game provides different responses based on the player's choices. The game is played in a tree structure, with the first choice leading to two possible branches, then each of those branches leading to another set of choices, and so on.
The 'play_again' function is called after the game ends, and it asks the player if they would like to play again. If the player inputs "yes", the game restarts from the beginning by calling the 'lost_treasure' function. If the player inputs "no", the game thanks the player and terminates. If the player inputs anything other than "yes" or "no", the game informs the player that the input is invalid and repeats the 'play_again' function.
Used a method '.lower()' to convert all user inputs to lowercase to match case sensitivity on the program so we can compare them regardless of their original capitalization. Also used different variables to easily understand and match the right response based on the user's chosen input. Used '==' for comparison operator.

Due to personal issues, I have not completed the other games I was to include to make a three-in-one story game, but I believe my submission last week satisfied the required criteria for the assignment and more for this week's submission. I have also recently shown my game to my friends, who enjoyed it and actually gave me the idea to have other stories. I showed and explained to them how I was able to accomplish my program's function in a simple form, as they do not understand much about programming terms. But they really like the simplicity of the "if else" explanation and how it was implemented in my game.

Daen Antule, Feb 11 at 8:59pm

Great Job!

Jeremy Pratt, Feb 13 at 2:04pm

07 Prepare: Checkpoint

Checkpoints

Feb 15 by 9:59am   10 / 10

NAME	DUE	STATUS	SCORE

Mean: 8.53	*High: 10*	*Low: 0*	
Median: 10	*Upper Quartile: 10*	*Lower Quartile: 10*	

07 Teach: Team Activity
Team Activities

Feb 17 by 9:59am   100 / 100

Mean: 84	*High: 100*	*Low: 0*	
Median: 100	*Upper Quartile: 100*	*Lower Quartile: 100*	

07 Ponder: Check Your Understanding
Check Your Understanding

Feb 19 by 9:59am   20 / 20

Mean: 15.29	*High: 20*	*Low: 0*	
Median: 20	*Upper Quartile: 20*	*Lower Quartile: 14*	

07 Prove: Milestone - Progress Report
Assignments

Feb 19 by 9:59am   20 / 20

Mean: 16.67	*High: 20*	*Low: 0*	
Median: 20	*Upper Quartile: 20*	*Lower Quartile: 20*	

07 Prove: Milestone - Code Submission
Assignments

Feb 19 by 9:59am   5 / 5   2

Mean: 3.89	*High: 5*	*Low: 0*	
Median: 5	*Upper Quartile: 5*	*Lower Quartile: 5*	

I have completed all the steps required for the Wordle game to function properly.

In Detail:
The code I made defines the 'secret_word' and initializes an empty list called 'guesses' to store the guesses made by the user. It then converts the secret word to a list of underscores and assigns it to the 'hint' variable. The code then enters a loop that prompts the user for a guess, checks if the guess is the same length as the secret word, and adds the guess to the list of guesses. If the guess is correct, it displays a message and breaks out of the loop.

If the guess is not correct, the code updates the 'hint' based on the rules like using uppercase for exact matches and lowercase for partial matches and displays the hint to the user. The loop then continues, prompting the user for another guess.

Daen Antule, Feb 17 at 6:45pm

Great progress

Jeremy Pratt, Feb 26 at 8:33am

08 Prepare: Checkpoint
Checkpoints

Feb 22 by 9:59am   10 / 10

08 Teach: Team Activity
Team Activities

Feb 24 by 9:59am   100 / 100

SCORE DETAILS   *CLOSE*

Mean: 84.56   High: 100   Low: 0
Median: 100   Upper Quartile: 100   Lower Quartile: 100

08 Ponder: Reflection
Reflections

Feb 26 by 9:59am   20 / 20

SCORE DETAILS   *CLOSE*

Mean: 16   High: 20   Low: 0
Median: 20   Upper Quartile: 20   Lower Quartile: 20

08 Prove: Assignment Wordle
Assignments

Feb 26 by 9:59am   100 / 100

SCORE DETAILS   *CLOSE*

Mean: 73.22   High: 100   Low: 0
Median: 92   Upper Quartile: 100   Lower Quartile: 62

COMMENTS   *CLOSE*

Made it my own

In this modified code, I have defined a dictionary called Themes that maps themes to lists of secret words. I have also added a section that prompts the user to choose a theme and displays a list of available themes to the user. Once the user has chosen a theme, I use the theme dictionary to retrieve the list of secret words for that theme and choose one at random. The rest of the code is unchanged and follows the same logic as before. This way, the user can choose the theme of the game and play with secret words related to that theme. This also has theme input validation and the option to play again or close when winning.

Daen Antule, Feb 19 at 7:36pm

Nicely Done!

Jeremy Pratt, Mar 5 at 8:42am

09 Prepare: Checkpoint
Checkpoints

Mar 1 by 9:59am   10 / 10

SCORE DETAILS   *CLOSE*

Mean: 7.96   High: 10   Low: 0
Median: 10   Upper Quartile: 10   Lower Quartile: 10

09 Teach: Team Activity
Team Activities

Mar 3 by 9:59am   100 / 100

SCORE DETAILS   *CLOSE*

Mean: 78.33   High: 100   Low: 0
Median: 100   Upper Quartile: 100   Lower Quartile: 95

09 Ponder: Check Your Understanding
Check Your Understanding

Mar 5 by 9:59am — 20 / 20

SCORE DETAILS — *CLOSE*

Mean: 13.2	High: 20	Low: 0
Median: 16	Upper Quartile: 20	Lower Quartile: 12

09 Prove: Milestone - Progress Report
Assignments

Mar 5 by 9:59am — 20 / 20

SCORE DETAILS — *CLOSE*

Mean: 15.89	High: 20	Low: 0
Median: 20	Upper Quartile: 20	Lower Quartile: 20

09 Prove: Milestone - Code Submission
Assignments

Mar 5 by 9:59am — 5 / 5

SCORE DETAILS — *CLOSE*

Mean: 3.89	High: 5	Low: 0
Median: 5	Upper Quartile: 5	Lower Quartile: 5

COMMENTS — *CLOSE*

Had menu system that repeats until the user chooses quit.

Stored a list of the names of the items in the shopping cart.

Completed the option to add the name of the item to the list.   *Daen Antule, Mar 2 at 4:25am*

Completed the option to display the names of the items in the list.

Also has a feature to add price, calculate price or remove an item.

Keep Playing around with it in the coming week   *Jeremy Pratt, Mar 12 at 7:47am*

10 Prepare: Checkpoint
Checkpoints

Mar 8 by 9:59am — 10 / 10

SCORE DETAILS — *CLOSE*

Mean: 7.73	High: 10	Low: 0
Median: 10	Upper Quartile: 10	Lower Quartile: 8

10 Teach: Team Activity
Team Activities

Mar 10 by 9:59am — 100 / 100

SCORE DETAILS — *CLOSE*

Mean: 77.89	High: 100	Low: 0
Median: 100	Upper Quartile: 100	Lower Quartile: 90

10 Ponder: Reflection
Reflections

Mar 12 by 9:59am — 20 / 20

NAME	DUE	STATUS	SCORE		

10 Prove: Assignment
Assignments

Mar 12 by 9:59am   100 / 100

COMMENTS   *CLOSE*

5. Made it my own

New features have been added to the cart system, including the ability for users to update the quantity of an item in the cart and specify the quantity of each item they want to add to the cart. The 'add_item()' function was modified to achieve this. The 'remove_item()' function was also modified to display items when removing an item and prompt the user to enter the quantity of the item they want to remove or input "0" to cancel. Additionally, the system now displays "Empty" when the cart is empty.

Daen Antule, Mar 5 at 3:45pm

11 Prepare: Checkpoint
Checkpoints

Mar 15 by 8:59am   10 / 10

11 Teach: Team Activity
Team Activities

Mar 17 by 8:59am   100 / 100

11 Ponder: Check Your Understanding
Check Your Understanding

Mar 19 by 8:59am   20 / 20

11 Prove: Milestone - Progress Report
Assignments

Mar 19 by 8:59am   20 / 20

11 Prove: Milestone - Code Submission

Mar 19 by 8:59am   5 / 5

NAME	DUE	STATUS	SCORE

Assignments

COMMENTS   *CLOSE*

I met all of the basic requirements for the code. Will add some extra features to the next week's code submissions.

Download the dataset

Load the dataset in your Python program

Iterate through the data line by line

Split each line into parts

Allow the user to type in a year, then, find the average life expectancy for that year. Then find the country with the minimum and the one with the maximum life expectancies for that year.

Daen Antule, Mar 17 at 11:56pm

W11 Student Evaluation of Instructor
Survey Assignments

Mar 19 by 8:59am

1 / 1

FINAL GRADE INFO   *CLOSE*

This assignment does not count toward the final grade.

SCORE DETAILS   *CLOSE*

Mean: 1   *High: 1*   *Low: 1*
Median: 1   *Upper Quartile: 1*   *Lower Quartile: 1*

12 Prepare: Checkpoint
Checkpoints

Mar 22 by 8:59am

10 / 10

SCORE DETAILS   *CLOSE*

Mean: 7.96   *High: 10*   *Low: 0*
Median: 10   *Upper Quartile: 10*   *Lower Quartile: 10*

12 Teach: Team Activity
Team Activities

Mar 24 by 8:59am

100 / 100

SCORE DETAILS   *CLOSE*

Mean: 78.11   *High: 100*   *Low: 0*
Median: 100   *Upper Quartile: 100*   *Lower Quartile: 100*

12 Ponder: Reflection
Reflections

Mar 26 by 8:59am

20 / 20

SCORE DETAILS   *CLOSE*

Mean: 14.22   *High: 20*   *Low: 0*
Median: 20   *Upper Quartile: 20*   *Lower Quartile: 0*

12 Prove: Assignment

Mar 26 by 8:59am

100 / 100

1

NAME	DUE	STATUS	SCORE	

SCORE DETAILS   CLOSE

Mean: 66.67	High: 100	Low: 0	
Median: 100	Upper Quartile: 100	Lower Quartile: 0	

COMMENTS   CLOSE

Made it my own by adding the following features (in summary):
*Loading animation
*Success, Fail, or Error Messages when loading the dataset
*Giving an option to run again or Close the program on Fail or Error Messages when loading the dataset
*Input validation when an invalid selection is chosen
*Giving options for the user on a specific feature they would like to use:
 Find the year and country that has the lowest life expectancy in the dataset
 Find the year and country that has the highest life expectancy in the dataset
 Allow the user to type in a year, then find the average life expectancy for that year. Then find the country with the minimum and the one with the maximum life expectancies for that year.
 Allow the user to type in a year range, then find the average life expectancy for that range. Then find the country with the minimum and the one with the maximum life expectancies for that range.
 Allow the user to type in a country, then find the average life expectancy for that country over time.
 Allow the user to type in a year range, then find the average life expectancy for that range across all countries.
 Compare the life expectancy of two or more countries over time

Daen Antule, Mar 21 at 12am

13 Prepare: Checkpoint
Checkpoints

	Mar 29 by 8:59am		10 / 10	☑

SCORE DETAILS   CLOSE

Mean: 7.91	High: 10	Low: 0	
Median: 10	Upper Quartile: 10	Lower Quartile: 10	

13 Teach: Team Activity
Team Activities

	Mar 31 by 8:59am		100 / 100	☑

SCORE DETAILS   CLOSE

Mean: 75.67	High: 100	Low: 0	
Median: 100	Upper Quartile: 100	Lower Quartile: 65	

13 Ponder: Check Your Understanding
Check Your Understanding

	Apr 2 by 8:59am		20 / 20	☑

SCORE DETAILS   CLOSE

Mean: 12.44	High: 20	Low: 0	
Median: 18	Upper Quartile: 20	Lower Quartile: 0	

13 Prove: Assignment
Assignments

	Apr 2 by 8:59am		50 / 50	☑ 💬 1

SCORE DETAILS   CLOSE

Mean: 31.82	High: 50	Low: 0	
Median: 50	Upper Quartile: 50	Lower Quartile: 0	

COMMENTS   CLOSE

I have submitted 2 files:

The "Mile Stone Assignment - Wind Chill (CORE REQUIREMENT)" Meets requirements where I just added a simple input validation.

The "Mile Stone Assignment - Wind Chill (SHOWING CREATIVITY)" I have modified the program to use the 'requests' module to make HTTP

Daen Antule, Mar 30 at 2:58pm

NAME	DUE	STATUS	SCORE	

CLOSE

request with OpenWeatherMap API (using my key) or IP geolocation API to get the user's location/preferred location and outputs the locations temp and windchill plus a personalized message based on the temps.

14 Prove: Outcome Self-Assessment
Nongraded

Apr 6 by 8:59am   100 / 100

SCORE DETAILS   *CLOSE*

Mean: 50.56   High: 100   Low: 0
Median: 50   Upper Quartile: 100   Lower Quartile: 0

14 Ponder: Reflection Document
Reflections

Apr 7 by 8:59am   50 / 50

SCORE DETAILS   *CLOSE*

Mean: 32.56   High: 50   Low: 0
Median: 50   Upper Quartile: 50   Lower Quartile: 0

W13 End-of-Course Evaluation
Survey Assignments

Apr 7 by 8:59am   1 / 1

FINAL GRADE INFO   *CLOSE*

This assignment does not count toward the final grade.

SCORE DETAILS   *CLOSE*

Mean: 1   High: 1   Low: 1
Median: 1   Upper Quartile: 1   Lower Quartile: 1

CHECKPOINTS		100%	130.00 / 130.00
TEAM ACTIVITIES		100%	1,250.00 / 1,250.00
ASSIGNMENTS		100%	775.00 / 775.00
REFLECTIONS		100%	170.00 / 170.00
CHECK YOUR UNDERSTANDING		100%	120.00 / 120.00
NONGRADED		100%	100.00 / 100.00
IMPORTED ASSIGNMENTS		N/A	0.00 / 0.00
SURVEY ASSIGNMENTS		N/A	0.00 / 0.00
TOTAL		100%	