Lab 0
Introduction to the Mu editor and the Python REPL

Part 1 - Instructor led activities

Introduction to the Mu editor user interface.

Part 2 - Student investigation

Spend some time exploring the Mu editor and the Python REPL.

- Use the REPL - Read, Evaluate, Print, Loop to do some on the fly calculations.

- Do some math.

- make and use variables

- Output with the print() command.

- Use the input() command to get some input values.

- Use an if statement to control an output.

- Create a while loop in the REPL

- Create a for loop in the REPL

- Define a new function that accepts three numbers as arguments and returns the sum

- In a loop, create random tuple values and use the "plotter" in Mu to visualize the data

Eg. The following code will create random decimal values between 7 and 21 and random integer values between 5 and 15 and then place the values into a tuple which the "plotter" will display if "print"ed.

```
import random
minval = 7
maxval = 21

rand_val1 = minval + (random.random() * (maxval-minval))
rand_val2 = random.randrange(5,15)
data_tuple = (val1,val2)
```
Show your code working in the REPL to your instructor.