Append and remove items

# Code snippets .

Append an item

|  | shopping = []  shopping.append("Bread") |
| --- | --- |

Remove an item

|  | shopping = ["bread", "cheese", "milk"]  shopping.remove("bread") |
| --- | --- |

Append an item using a variable

|  | item = "pizza"  shopping.append(item) |
| --- | --- |

# Task .

**Step 1**

Copy the start code below into your development environment.

| 1 | shopping = ["bread", "cheese", "milk"] |
| --- | --- |

**Step 2**

Use the append operator to add two new items to the shopping list:

* Eggs
* Flour

**Step 3**

Use the remove operator to remove cheese from the shopping list.

**Step 4**

Print your list to check that your code has worked. The output should look like this:

['bread', 'milk', 'eggs', 'flour']

# A shopping list program .

Use the two new operators append and remove to create a shopping list program. Your program should:

* Continue to ask for new items until the user has finished
* Prompt if an item should be removed or added
* If the choice is to remove the item, it should remove it
* If the choice is to add the item, it should append it
* Display the finished list at the end of the program

Here is some example input and output to help you with your design:

| **Example** |  |
| --- | --- |
| **Note:** Given the input you see in this sample interaction, this is the output your program should produce. | |
| The user is given a prompt | Would you like to edit your shopping list? Y/N |
| The user enters their response | Y |
| The user is given a prompt | Would you like to add or remove an item? A/R |
| The user enters their response | A |
| The user is given a prompt | Enter an item to add: |
| The user enters their response | Eggs |
| The user is given a prompt | Would you like to edit your shopping list? Y/N |
| The user enters their response | Y |
| The user is given a prompt | Would you like to add or remove an item? A/R |
| The user enters their response | A |
| The user is given a prompt | Enter an item to add: |
| The user enters their response | Milk |
| The user is given a prompt | Would you like to edit your shopping list? Y/N |
| The user enters their response | Y |
| The user is given a prompt | Would you like to add or remove an item? A/R |
| The user enters their response | R |
| The user is given a prompt | Enter an item to remove: |
| The user enters their response | Milk |
| The user is given a prompt | Would you like to edit your shopping list? Y/N |
| The user enters their response | N |
| The user is shown the list of items | ['eggs'] |

# Explorer task .

Revisit your ‘Simon says…’ program and add extra functionality to allow the player to enter the movements for the game before they play.