# Mood Generator

Referenced from lesson [If-Expressions](https://www.bootstrapworld.org/materials/spring2021/en-us/courses/data-science/lessons/if-expressions/index.shtml) (Spring, 2021)

1. Open the [Mood Generator Starter File](https://code.pyret.org/editor#share=1ymyvlI7RTtq8lHh4VH3x1N3WlcZB650j), and read through the code you find there. This code contains new programming that you haven’t seen yet! Take a moment to list everything you Notice, and then everything you Wonder…​

| **Notice** | **Wonder** |
| --- | --- |
|  |  |

1. Add another line of code to the definition, so that mood("mad") produces the *same* emoji as mood("angry").
2. Add **another example** to the examples: section for "laughing", using the appropriate emoji. (To bring up the emojis on your computer, type Cmd-Ctrl-Space on a Mac, or Windows-Period on Windows 10)
3. Come up with some new moods, and add them to the code. Make sure you include examples:!
4. In your own words, how do if-expressions work in Pyret? Write your answer below.
5. Write down at least 2 ways you could use if-expressions when analyzing the Animals Dataset.

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