Mood Generator

1) Open the Mood Generator starter file, and read throught 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
(sample responses) I notice the usual imports at the top, including defining the animals table and the spreadsheet. I notice what looks like a function definition, but I see if/else in there	(sample responses) I wonder what if/else are all about...

2) Add another line of code to the definition, so that `mood("mad")` produces the *same* emoji as `mood("angry")` .

`else if (feeling == "mad"): "😣"`

3) Add **another example** to the `examples:` section for "laughing", using the appropriate emoji.

`mood("laughing") is "😂"`

4) Come up with some new moods, and add them to the code. Make sure you include `examples:` !

(depends on student choice - look for missing quotes, new lines in the definition without lines in the examples, etc.)

5) In your own words, how do if-expressions work in Pyret? Write your answer below.

Every if-expression has a test, which contains a boolean expression. If the test is true, Pyret evaluates whatever comes after it.

Otherwise, it evaluates whatever comes after the `else:`

6) Write down at least 2 ways you could use if-expressions when analyzing the Animals Dataset.