

Mood Generator

1) Open the Mood Generator starter file, 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

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

3) 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)

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

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

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