

CS50's Introduction to Programming with Python

OpenCourseWare

Donate  (<https://cs50.harvard.edu/donate>)

David J. Malan (<https://cs.harvard.edu/malan/>)

malan@harvard.edu

 (<https://www.facebook.com/dmalan>)  (<https://github.com/dmalan>) 

(<https://www.instagram.com/davidjmalan/>)  (<https://www.linkedin.com/in/malan/>) 

(<https://www.reddit.com/user/davidjmalan>)  (<https://www.threads.net/@davidjmalan>)

 (<https://twitter.com/davidjmalan>)

Making Faces

Before there were emoji, there were [emoticons](https://en.wikipedia.org/wiki/List_of_emoticons) (https://en.wikipedia.org/wiki/List_of_emoticons), whereby text like `:)` was a happy face and text like `:(` was a sad face. Nowadays, programs tend to convert emoticons to emoji automatically!

In a file called `faces.py`, implement a function called `convert` that accepts a `str` as input and returns that same input with any `:)` converted to 😊 (otherwise known as a [slightly smiling face](https://emojipedia.org/slightly-smiling-face/) (<https://emojipedia.org/slightly-smiling-face/>)) and any `:(` converted to ☹️ (otherwise known as a [slightly frowning face](https://emojipedia.org/slightly-frowning-face/) (<https://emojipedia.org/slightly-frowning-face/>)). All other text should be returned unchanged.

Then, in that same file, implement a function called `main` that prompts the user for input, calls `convert` on that input, and prints the result. You're welcome, but not required, to prompt the user explicitly, as by passing a `str` of your own as an argument to `input`. Be sure to call `main` at the bottom of your file.

► Hints

Before You Begin

Execute `cd` by itself in your terminal window. You should find that your terminal window's prompt resembles the below:

```
$
```

Next execute

```
mkdir faces
```

to make a folder called `faces` in your codespace.

Then execute

```
cd faces
```

to change directories into that folder. You should now see your terminal prompt as `faces/ $`. You can now execute

```
code faces.py
```

to make a file called `faces.py` where you'll write your program.

Demo

```
$ python faces.py
hello :)
hello 😊
$ python faces.py
```

Recorded with **asciinema**

How to Test

Here's how to test your code manually:

- Run your program with `python faces.py`. Type `Hello :)` and press Enter. Your program should output:

Hello 😊

- Run your program with `python faces.py`. Type `Goodbye :(` and press Enter. Your program should output:

Goodbye 😞

- Run your program with `python faces.py`. Type `Hello :) Goodbye :(` and press Enter. Your program should output

Hello 😊 Goodbye 😞

You can execute the below to check your code using `check50`, a program that CS50 will use to test your code when you submit. But be sure to test it yourself as well!

```
check50 cs50/problems/2022/python/faces
```

Green smilies mean your program has passed a test! Red frownies will indicate your program output something unexpected. Visit the URL that `check50` outputs to see the input `check50` handed to your program, what output it expected, and what output your program actually gave.

How to Submit

In your terminal, execute the below to submit your work.

```
submit50 cs50/problems/2022/python/faces
```

