Hello World

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1 Part 1

For this assignment you will install Python on your machine and ensure it is working by writing a basic program in IDLE. Be sure to install Python 3. Refer to the video on canvas if you need directions. Create a new Python file called hello.py.

Your program must print out a short (3 sentences) biography about a famous computer scientist who is not Turing, Gates, or Jobs. Print out each sentence on a separate line.

For reference, here is the hello world program below.

```
print("hello, world!")
```

If you can successfully complete this task, have your program then ask the user if they had heard of this person before and read in their input, then print "They are pretty cool, aren't they." no matter what the user puts in.

1.1 Reading text from the user

You can get text from the user by using the <code>input()</code> function. Think of it as the reverse of the <code>print()</code>. If you put a string inside of <code>input()</code>, it will display that string and wait for the user to input something. You can then store what the user inputs.

Here's an example

```
text = input("Tell me a secret: ")
print("Your secret was: ")
print(text)
print("Whoops. I'm not good at keeping secrets...")
```

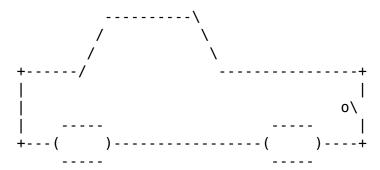
That would display "Tell me a secret" to the user, who would then input a string. Try saving this in a program and trying it out.

¹Googling "famous computer scientists" will help.

2 Part 2

The purpose of this assignment is that you start to become comfortable with a Python programming environment, and to practice with the print() function.

Write a Python program, which when run, produces a simple drawing by making multiple calls to Python's print() function. For example, to produce the following drawing:



the world's lamest picture of a car, we could write:

Drawings such as these, which produce pictures using simple text are called ASCII art. There are some amazing examples to be found online, but for this assignment, feel free to be creative or as non-creative as you'd like.

One thing to be careful about is that in order to print certain special characters to the screen (what programmers call escape sequences), we use the backslash character, \. You won't need to use any of these escape sequences in your program, and we will learn their use later in the semester. The only thing that you need to keep in mind for this assignment is that in order to produce the \character in your drawing, you need to write two consecutive backslashes in your print function. You can see this done in the car's windshield and headlights.

Feel free to to lookup some inspiration, but put some effort into creating something unique!

3 Grading

Rubric

20 points Part 1 is completed.

80 points Part 2 is completed.

3 points Extra Credit Added user input.