

Description

In this stage, you need to add a new feature to the project — pick one name from the dictionary at random; this person's share will be paid by others. Make it a lucky day for somebody!

Make sure you give your users a choice whether they want to use this feature or not. Don't turn it on by default.

After picking a random name, print it so that everyone knows who is the lucky one.

Objectives

In this stage your program should perform the following steps together with the steps from the previous stages:

1. In case of an invalid number of people, `"No one is joining for the party"` is expected as an output;
2. Otherwise, ask the user whether they want to use the "Who is lucky?" feature;
3. Take input from the user;
4. If a user wants to use the feature (Yes), choose a name from the dictionary keys at random and print the following: `{Name} is the lucky one!`;
5. If the user enters anything else, print `No one is going to be lucky.`

Do not print the output of the previous stage (see examples).

Examples

The greater-than symbol followed by a space (`>`) represents the user input. Note that it's not part of the input.

Example 1: *The feature is used*

```
Enter the number of friends joining (including you):  
> 5
```

```
Enter the name of every friend (including you), each on a new line:  
> Marc  
> Jem  
> Monica  
> Anna  
> Jason
```

```
Enter the total bill value:  
> 100
```

```
Do you want to use the "Who is lucky?" feature? Write Yes/No:  
> Yes
```

```
Jem is the lucky one!
```

Example 2: *The feature is skipped*

```
Enter the number of friends joining (including you):  
> 5
```

```
Enter the name of every friend (including you), each on a new line:  
> Marc  
> Jem  
> Monica  
> Anna  
> Jason
```

```
Enter the total bill value:  
> 100
```

```
Do you want to use the "Who is lucky?" feature? Write Yes/No:  
> No
```

```
No one is going to be lucky
```

Example 3: *Invalid input*

```
Enter the number of friends joining (including you):  
> 0
```

```
No one is joining for the party
```