





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>)

Emojiize

Because emoji aren't quite as easy to type as text, at least on laptops and desktops, some programs support "codes," whereby you can type, for instance, `:thumbs_up:`, which will be automatically converted to 👍. Some programs additionally support aliases, whereby you can more succinctly type, for instance, `:thumbsup:`, which will also be automatically converted to 👍.

See carpedm20.github.io/emoji/all.html?enableList=enable_list_alias (https://carpedm20.github.io/emoji/all.html?enableList=enable_list_alias) for a list of codes with aliases.

In a file called `emojiize.py`, implement a program that prompts the user for a `str` in English and then outputs the "emojiized" version of that `str`, converting any codes (or aliases) therein to their corresponding emoji.

▼ Hints

- Note that the `emoji` module comes with two functions, per pypi.org/project/emoji (<https://pypi.org/project/emoji/>), one of which is `emojiize`, which takes an optional, named parameter called `language`. You can install it with:

```
pip install emoji
```

Demo

Before You Begin

Log into [cs50.dev \(https://cs50.dev/\)](https://cs50.dev/), click on your terminal window, and execute `cd` by itself. You should find that your terminal window's prompt resembles the below:

```
$
```

Next execute

```
mkdir emojiize
```

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

Then execute

```
cd emojiize
```

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

```
code emojiize.py
```

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

How to Test

Here's how to test your code manually:

- Run your program with `python emojiize.py`. Type `:1st_place_medal:` and press Enter. Your program should output:

```
Output: 🏆
```

- Run your program with `python emojiize.py`. Type `:money_bag:` and press Enter. Your program should output:

```
Output: 💰
```

- Run your program with `python emojiize.py`. Type `:smile_cat:` and press Enter. Your program should output:

```
Output: 😸
```

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/emojize
```

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/emojize
```