

Menu-Driven Programs

A *menu-driven program* displays a list of the operations on the screen, and allows the user to select the operation that he or she wants the program to perform. The list of operations that is displayed on the screen is called a **menu**.

Once the user types a menu selection, the program uses a decision structure to determine which menu item the user selected.

Example

Write a program which asks a user whether to display the ceiling or the floor of an entered number.

```
import math

num_in=float(input('Enter a number: '))

print('If you want to display the floor enter F.')

print('If you want to display the ceiling enter C.')

choice=input('Enter your choice: ')

if choice=='F':
    print('The floor is: ',math.floor(num_in))
elif choice=='C':
    print('The ceiling is: ',math.ceil(num_in))

else:
    print('There is no such choice in the menu.')
```