**Lab activity 3 – Intro to control structures with if/else statements**

Complete the following problems and turn in all files by Wednesday, February 10th at 11:59PM.

There will be a penalty of up to 10% for lack of appropriate commenting.

**Problem 1**

I’m programming a game, and I want to ask my player if they’d like to play again when they reach the end. I tell them to type ‘Y’ for ‘yes, play again’ and ‘N’ for ‘no, quit the game’. If they try to enter any other input, I’ll tell them ‘Invalid input’.

Complete the function definition check\_play\_again() in player\_actions.py so it checks what the user entered, and prints an appropriate message to them depending on their choice. Your function should work with the given test code below the function.

**Problem 2**

The self-checkout from Lab Activity 2 is great for printing the total price, but what if the customer doesn’t have enough money?

Complete the function definition check\_money() in the file shop.py with an if/else statement that checks if the customer has enough money to pay the total cost. Return True if they can pay and False if they can’t.

Be sure to print an appropriate message to your customer.

Your function should work with the given test code below the function.

**Problem 3**

Create a new .py file and implement ZipZap from the in-class activity. Be sure to give the file an appropriate name following our naming conventions.

**What the code does:**

A function that takes a number, n

If n is evenly divisible by 5, print "Zip"

If n is evenly divisible by 7, print "Zap"

If n is evenly divisible by both 5 and 7, print "ZipZap"

Otherwise, print the number n

Link to the Parson's Puzzle:  
<http://parsons.problemsolving.io/puzzle/2a364c3f9dbd4b50966c5d0555b31dca>

**Bonus:** Add the code you wrote in Lab Activity 1 Problem 5 to shop.py. Write some code that uses both functions to ask the user what they’d like to buy, print their total, and check to see whether or not they can pay.