

Discovery Piscine Module1 - Python

Summary: In this Module1 you will manipulate the variables.

Version: 2.0

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Chapter I

A word about this Discovery Pool

Welcome!

You will begin a Module of this Discovery Piscine of computer programming. Our goal is to introduce you to the code behind the software you use daily and immerse you in peer learning, the educational model of 42.

Programming is about logic, not mathematics. It gives you basic building blocks that you can assemble in countless ways. There is no single "correct" solution to a problem—your solution will be unique, just as each of your peers' solutions will be.

Fast or slow, elegant or messy, as long as it works, that's what matters! These building blocks will form a sequence of instructions (for calculations, displays, etc.) that the computer will execute in the order you design.

Instead of providing you with a course where each problem has only one solution, we place you in a peer-learning environment. You'll search for elements that could help you tackle your challenge, refine them through testing and experimentation, and ultimately create your own program. Discuss with others, share your perspectives, come up with new ideas together, and test everything yourself to ensure it works.

Peer evaluation is a key opportunity to discover alternative approaches and spot potential issues in your program that you may have missed (consider how frustrating a program crash can be). Each reviewer will approach your work differently—like clients with varying expectations—giving you fresh perspectives. You may even form connections for future collaborations.

By the end of this Piscine, your journey will be unique. You will have tackled different challenges, validated different projects, and chosen different paths than others—and that's perfectly fine! This is both a collective and individual experience, and everyone will gain something from it.

Good luck to all; we hope you enjoy this journey of discovery.

Chapter II Introduction

What this Module will show you:

• You will learn to manipulate variables.

Chapter III

General instructions

Unless otherwise specified, the following rules apply every day of this Piscine.

- This document is the only trusted source. Do not rely on rumors.
- This document may be updated up to one hour before the submission deadline.
- Assignments must be completed in the specified order. Later assignments will not be evaluated unless all previous ones are completed correctly.
- Pay close attention to the access rights of your files and folders.
- Your assignments will be evaluated by your fellow Piscine peers.
- All shell assignments must run using /bin/bash.
- You <u>must not</u> leave any file in your submission workspace other than those explicitly requested by the assignments.
- Have a question? Ask your neighbor on your left. If not, try your neighbor on your right.
- Every technical answer you need can be found in the man pages or online.
- Remember to use the Piscine forum of your intranet and Slack!
- Read the examples thoroughly, as they may reveal requirements that aren't immediately obvious in the assignment description.
- By Thor, by Odin! Use your brain!!!

Chapter IV

Exercise 00: Displaying a name

	Exercise 00	
/	Displaying a name	
Turn-in directory: $ex00/$		
Files to turn in: name.py		
Allowed functions: All		

- Create a script called name.py.
- Define a variable named first_name and initialize it with your first name.
- Define a variable named last_name and initialize it with your last name.
- Display both variables in the output, followed by a newline.

?> python3 name.py | cat -e
Wil 42\$
?>

Chapter V

Exercise 01 : Displaying a name improved

	Exercise 01	
	Displaying a name, improved	
Turn-in directory: $ex01/$		
Files to turn in: name.py		
Allowed functions: All		

- Modify your script name.py. (Remember to copy it to the correct submission directory first!)
- Update your script to concatenate your first name and last name, assigning the result to a new variable called whole_name.
- Display the whole_name variable, followed by a new line.

```
?> python3 name.py | cat -e
Wil 42$
?>
```



Refer to the man page for cp.



Look up how to concatenate strings in Python.

Chapter VI

Exercise 02: Displaying your age in 42 years

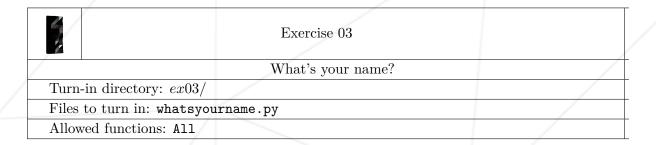
	Exercise 02	
	Displaying your age in 42 years	
Turn-in directory: $ex02/$		
Files to turn in: age.py		
Allowed functions: All		/

- Create a script called age.py.
- In your script, add your age and 42, and assign the result to a new variable called my_age.
- Display the my_age variable, followed by a new line.

?> python3 age.py | cat -e
67\$
?>

Chapter VII

Exercise 03: What's your name



- Create a script calledwhatsyourname.py.
- This script should prompt the user to enter their first name, then their last name, and finally display both.

```
?> python3 whatsyourname.py
Hey, what's your first name? : Wil
And your last name? : 42
Well, pleased to meet you, Wil 42.
?>
```



Look up how to use 'input' and 'strip' in Python.

Chapter VIII

Submission and peer-evaluation

- You must have discovery_piscine folder at the root of your home directory.
- Inside the discovery_piscine folder, you must have a folder named module1.
- Inside the module1 folder, you must have a folder for each exercise.
- Exercise 00 must be in the ex00 folder, Exercise 01 in the ex01 folder, etc.
- Each exercise folder must contain the files requested in the assignment.



Please note, during your defense anything that is not present in the folder for the day will not be checked.