Two Questions Classwork

Instructions:

1. Open the Thonny Python editor from Applications
2. Save an empty file named two\_questions.py to the **Desktop**
3. Start to type your Python program
4. Occasionally save and test your program to **make sure it works**

Pick four random words and write them in the space below:

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Once you’re done, prepare to pass the list to the group on your right.

Create a program that prints out the four words above and then asks the user to choose one of the words. Then, within 3 y/n questions, the program should guess what word the user chose.

Your program should have the following characteristics:

A series of nested if/else conditionals

A series of strategic questions that the user can answer with y/n to hone in on the word

Proper use of quotation makes such that the final guess matchings “It’s ‘WORD’!”

Descriptive, non-repeated variable names

Proper spacing so the user’s answer isn’t smooshed into the question

Once you’re done, prepare to move to the computer on the right so you can play their guessing game of the four words you chose.

Run the program using Thonny. Use y/n to answer the question and see if their program works.