Project 2

String Variables and Concatenation

We are going to make a program that prints out your name!

Try running your program to check if it works for each line.

There's a green play button at the top right which is for running the program:



If you see red lines at the bottom after <u>running your program</u> then it means you encountered <u>ERRORS</u> and something went wrong. Try looking back at your code and changing some things.

Each step represents its own line in the program.

Step 0: Create a new python project in your IDE (I will help)

Step 1: Create a variable named *My_Name* <u>assigned</u> to a **string** variable of your name **EX: My_Name = "Tom"**

Step 2: Create a variable named *Greeting* <u>assigned</u> to the **string** value: "Bot: Hello! How are vou"

Step 3: Print the following text containing the *My_Name* variable: "Hello! How are you *My_Name*?" using <u>string concatenation</u>

EX: print("blah blah blah " + My_Name) # TRY THIS!

EX: print("blah blah", *My_Name*, "!!!") # TRY THIS TOO! (Not string concatenation but could get the same results)

Hint: We use the + symbol in between two strings like so: "hello " + "world"

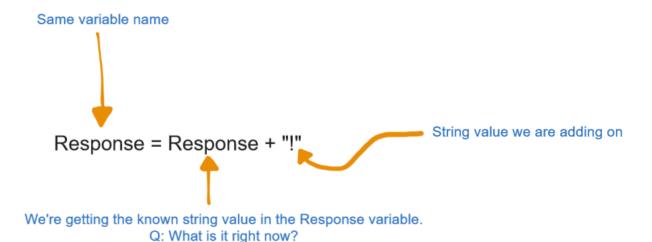
EX: print("hello" + "world")

Step 4: Create a variable named *Feeling* <u>assigned</u> to ONE of the following <u>string</u> values: "Happy", "Sad", "Angry", or "Meh"

Step 5: Create a variable named *Start_Response* assigned to the **string** value: "I am feeling " **Notice the space between the word feeling and last double quote.**

Step 6: Now we will combine them together and put them into a new variable. Create a variable named *Response* <u>assigned</u> to the both of them combined like so: *Response* = *Start Response* + *Feeling*

Step 7: Let's add an exclamation mark at the end! We do this by with this:



Step 8: Print out the value <u>assigned</u> to the *Response* variable

Step 9: Print the following text containing the *Feeling* variable: "Bot: I can see you are feeling " + *Feeling* + " today"

YOU'RE AWESOME! You made a BOT that gives a reply to your FEELINGS!!!! :O

Try going back and changing the value of Feelings to something else and running your program again. It'll be a little different. :>

Practice

We are going to make a slightly more complicated bot program.

NOTE: The # symbol is for making <u>single line comments</u>. Anything *right* of the # symbol is <u>invisible</u> to your program on that line only.

Make sure to write your code to the <u>left</u> of the # symbol.

Step 0: Create a new python file in your IDE (**I will help**)

Step 1: Copy the following code below

```
Your Name = # <---- Insert your name here
print(Bot Name + ": " + "Hello! " + Your Name + "!")
```

print() # <---- Add missing code to print out your response like the code #above """

- **Step 2:** Try your best to fill in the code line by line. Read the comments and enter what you think is best.
- **Step 3:** Run the program with the green play button to top right to check if it works once you feel it is done. Call if you ever get stuck.
- **Step 4:** Call for my assistance when your program works so I can uncomment the next section for you to work on.

Try It On Your Own -- Call For Help If You're Stuck

The program is a simulation of a bank account in a bank that has these functions/actions: storing (keeping track) money, depositing (inserting) money, withdrawing (taking out) money

Step 0: Create a new python file in your IDE

Step 1: Create a variable named *BankAcc_ID* and <u>assign</u> it to a **positive integer** value that has exactly 10 digits.

(An ID is a way of *uniquely* identifying someone or something -- it is often a positive integer number) This is meant to hold the ID for just one bank account.

Step 2: Create a variable named *Bank_Name* and <u>assign</u> it to a **string** value. Either make up a bank name or use an existing one.

Step 3: Create a variable named *BankAcc_User* and <u>assign</u> it to a **string** value. The variable is meant to hold/store the name of the person who owns the Bank Account.

Step 4: Create a variable named *BankAcc_Money* and <u>assign</u> it a **positive float** value. The variable is meant to hold/store the <u>money</u> the user has in their account.

Step 5: Print a message from the bank that uses the, <code>BankAcc_ID</code>, <code>Bank_Name</code>, <code>BankAcc_User</code>, and <code>BankAcc_Money</code> variable to display all three pieces of information (Bank Account ID, Bank Name, Bank User's Name, and Bank Account Money Amount). If you're unsure what to **output** you can try to mimic the following:

"Hello! At (Bank Name), we currently have Account Number (Bank Account ID) registered to (Bank User's Name) with (Bank Account Money Amount) stored."

Remember this should only be done in one line.

HINT01: You can either use <u>string concatenation</u> (+) or the commas (,) to print out information. **HINT02:** If you use <u>string concatenation</u> with numerical values then you will have to use the **str()** function.

Step 6: Print the following message: "I would like to withdraw (take out) 10 dollars from my account please."

Step 7: Using the *BankAcc_Money* variable, subtract ten dollars and store the new value back into the *BankAcc_Money* variable

HINT:

Try to copy and paste the code below into your program and see what happens.

Num = 10 Num = Num + 10 print(Num) **Step 8:** Print the new amount stored in *BankAcc_Money*. This is meant to represent stored in the account now.

Step 9: Print the following message: "I would like to deposit (put in) 10000 dollars to my account please."

Step 10: Like Step 7, use the *BankAcc_Money* variable to add 10000 dollars to the account.

Step 11: Print the new amount stored in *BankAcc_Money*.

Step 12 (Optional, If You Have Time): Using the *BankAcc_Money* variable apply a 50% interest rate to the money you have stored.

HINT: To do this you will need to multiply the current amount of money in your Bank Account by **1.5**.

CONGRATULATIONS!!!! YOU JUST SIMULATED HAVING A BANK ACCOUNT WITH CODE :D