

## Chapter 5 Joke and a Punchline

Time required: 60 minutes

- Comment each line of code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

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### Pseudocode

1. Write pseudocode for the exercise
2. Save it in a document
3. Submit with the assignment

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### Program Requirements

A joke typically has two parts: a setup and a punchline. For example, this might be the setup for a joke:

**Setup:** How many programmers does it take to change a lightbulb?

**Punchline:** None. That's a hardware problem.

Think of your favorite joke or find one on the internet. Identify its setup and punch line.

Don't use my joke, bring your own.

1. Create a Python program named **joke.py**
2. Use a main function as shown in the tutorials.
3. Create two functions
  - Prints the setup
  - Prints the punch line
4. If you use the following code, the program will pause for the punchline.

```
input("Press Enter to find out.")
```

## TODO

```
def main():  
    # TODO: Call the setup function  
  
    # TODO: Pause for the user to press Enter  
    input("Press Enter to see the punchline: ")  
  
    # TODO: Call the punchline function  
  
# TODO: Define function to print joke setup  
  
# TODO: Define function to print joke punchline  
  
main()
```

Example run:

```
Here is a joke for you.  
  
How many programmers does it take to change a light bulb?  
Press Enter to find out  
  
None. That's a hardware problem.
```

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### Assignment Submission

1. Attach the pseudocode.
2. Attach the program files.
3. Attach screenshots showing the successful operation of the program.
4. Submit in Blackboard.