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.

Pseudocode

1. Write pseudocode for the exercise

2. Save it in a document

3. Submit with the assignment

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

   o Prints the setup

   o 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

```python
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()
```

Please use your own joke.

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.
```

Assignment Submission

1. Attach the program files.

2. Attach screenshots showing the successful operation of the program.

3. Submit in Blackboard.