

Section 1 Programming Challenge Problems

The simple *YourName.py* app has all the necessary components for us to build a much more interesting program, like the old-fashioned Mad Libs® word games (go to <http://www.madlibs.com> if you've never tried one before).

Let's modify the program *YourName.py* and save it as *MadLib.py*. Instead of asking the user his name, we'll ask for an adjective, a noun, and a past-tense verb, and store them in three different variables just like we did for the `name` in the original program. Then, we'll print out a sentence like "The *adjective noun verb* over the lazy brown dog." Here's what the code should look like after these changes:

```
# MadLib.py
adjective = input('Please enter an adjective: ')
noun = input('Please enter a noun: ')
verb = input('Please enter a verb ending in -ed:')
print ('Your MadLib:')
print ('The', adjective, noun, verb, 'over the lazy brown dog.')
```

Here's what you should see when you save and run this new *MadLib.py* program. You can enter any adjective, noun, and verb you wish. Here, I've typed in `smart`, `teacher`, and `sneezed`:

```
>>>
Please enter an adjective: smart
Please enter a noun: teacher
Please enter a verb ending in -ed: sneezed
Your MadLib:
The smart teacher sneezed over the lazy brown dog.
>>>
```

For an added challenge, start a new version of this program by saving it as *MadLib2.py*. Add another input line that asks for a type of animal. Then, change the `print` statement by removing the word `dog` and adding the new `animal` variable after the end of the quoted sentence (add a comma before your new variable inside the `print` statement). You can change the sentence more, if you'd like. You could wind up with The funny chalkboard burped over the lazy brown gecko, or something even funnier!

For a sample answer to this challenge, go to
<http://www.TeachYourKidsToCode.com>