Web IDE – Python3 Environment

Accessing the IDE

1. Go to: <https://repl.it/>
2. Select Python3
3. Sign-up / Create an account
4. Make sure you can remember your account information for the rest of the course.

Using the IDE

* Use the black area like a calculator to try simple statements or commands
* Use the white area to create programs with multiple statements

Accessing the Tutorial

* Go to: <http://www.letslearnpython.com/learn/>
* Skip directly to “Lesson 12: Input”

Level 1: Input & Logic

1. Read through “Lesson 12: Input – What Is Input?” and “Lesson 12: Input – Example” and “Lesson 12: Input – Shortcut”.

* Input is information we pass to a function so that we can do something with it.
* “Example” In this example, the string "Brienne" is the input, represented by the variable myname.
* hello\_there("Brienne")
* Hello there Brienne
* A shortcut:
* def hello\_there():
* name = input("Type your name: ")
* print("Hi", name, "how are you?")

You can assign the value returned by the input() function directly to a variable - in this case, the variable name.

Now what happens when you call the function? Does anything change?

* hello\_there()
* Type your name: **John**
* Hi John how are you?

1. Type the following code into the white area of the IDE and run the program. Explain what you see in the black area of the IDE.

print("Type your name:")

name = input()

print("Hi", name, "how are you?")

Javon

Javon

1. Complete “Lesson 9: Logic – Many Choices” by typing the sample commands in the white area of the IDE.
   1. Combine the lesson code with the code from question #2 above to create a logic choice based on input read from the console.
   2. If the typed name equals your name then print out “Hello Me!”
   3. Else if the typed name equals your friend’s name then print out “Hello Friend.”
   4. Else print out “Who are you?”
   5. Provide your complete program below.

if myname == "Javon":

print("Hello Me!")

elif name == "Alfred":

print("Hi Friend!")

else:

print("Who are you?!?")

Level 2: Loops

1. Complete “Lesson 10: Loops – What Are Loops” and “Lesson 10: Loops – Counting Loops” by typing the sample commands in the white area of the IDE.
   1. Modify the loop to start at 0 and repeat 5 times..
   2. Provide your modified code and resulting output below.

for mynum in [0,1, 2, 3, 4, 5]:

print("Hello", mynum)

Hello 0

Hello 1

Hello 2

Hello 3

Hello 4

Hello 5

1. Create a list of the names of at least 5 of your friends and use a counting loop to print out their names as follows:.
   1. Create a list of the names of at least 5 of your friends.
   2. Identify the highest list index (i.e. Index of the last name.)
   3. Create a counting loop to loop over the list indexes
   4. Use the loop index number to print “Hello “ + name for each of your friends.
   5. Provide your modified code and resulting output below.

mycount = 0

while (mycount < o):

print('hello', mycount)

mycount = mycount + 1

for mynum in [Jaxon,Mike,Kyrie,Lamelo,Joji,Steve]:

print("Hello", mynum)

Hello Jaxon

Hello Mike

Hello Kyrie

Hello Joji

Hello Lamelo

Hello Steve

1. Complete “Lesson 10: Loops – Conditional Loops” by typing the sample commands in the white area of the IDE.
   1. Modify the loop to stop when the count becomes greater than 5.
   2. Provide your modified code and resulting output below.

mycount = 0

while (mycount < o):

print('hello', mycount)

mycount = mycount + 1

The count is: Jaxon

The count is: Mike

The count is: Kyrie

The count is: Lamelo

The count is: Steve

1. Create a list of the names of at least 5 of your friends and use a conditional loop to print out their names as follows:.
   1. Use your list of friends from question #2 above
   2. Create a conditional loop to loop over the list indexes
   3. Use the loop index number to print “Hello “ + name for each of your friends.
   4. Provide your modified code and resulting output below.

mycount = 0

while (mycount < o):

print('hello', mycount)

mycount = mycount + 1

for mynum in [Jaxon,Mike,Kyrie,Lamelo,Joji,Steve]:

print("Hello", mynum)

Hello Jaxon

Hello Mike

Hello Kyrie

Hello Joji

Hello Lamelo

Hello Steve

Level 3: Functions

1. Complete “Lesson 11: Functions – Functions” by typing the sample commands in the black area of the IDE.
   1. Create a list of instructions for tying your shoes..
   2. Provide your shoe tying function below

**tying\_your\_shoes(cross the laces, make a loop with both the laces, pull one of the shoelaces through the hole to from another loop, hold both loops and pull them tight)**