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**Python 2: Getting More Out of Python  
Lesson 10, Project 1**

Handed in: 23 Mar 2015 06:20:39PM Graded: 25 Mar 2015 10:25:27AM

**Here are your instructions:**

Populate your database with "animal" and "food" tables using the tablepop and addfood programs that you wrote during the lesson (this step will not be necessary if you have not modified the tables since you created them in the lesson).

Write a program that verifies that every animal eats at least one food.

**Your Comment:**

*no comment given*

**Items Handed In**

* [Open Project Handed In](https://students.oreillyschool.com/student/project/?/.handin/160-7900-2/com.ost.jwoloson.160.7900.2.HandlingDatabases_Homework.zip)

**Overall Comments:**

Hi Jason,

This is getting much better. I think it is working to detect hungry animal because when I added this to self.animal\_data:

('Aarnie', 'Aardvark', 666),

... I got a report stating that: "Only 2 out of 3 animals have food", which is a good start, but putting myself in the shoes of his zookeeper, this doesn't provide me the actionable advice that I need. Do I have to go out and get Aardvark kibbles? Carrots for the rabbits? You get the idea.

The fix should be easy.

-Pat

**Grade:**

Try Again

Your instructor would like you to work on this project. Be sure to hand in your corrections!

[Take Me Back](ostreturn:)   [Previous Attempt](https://students.oreillyschool.com/student/viewassignment.php?entryid=7900&attempt=1&graded=1)

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