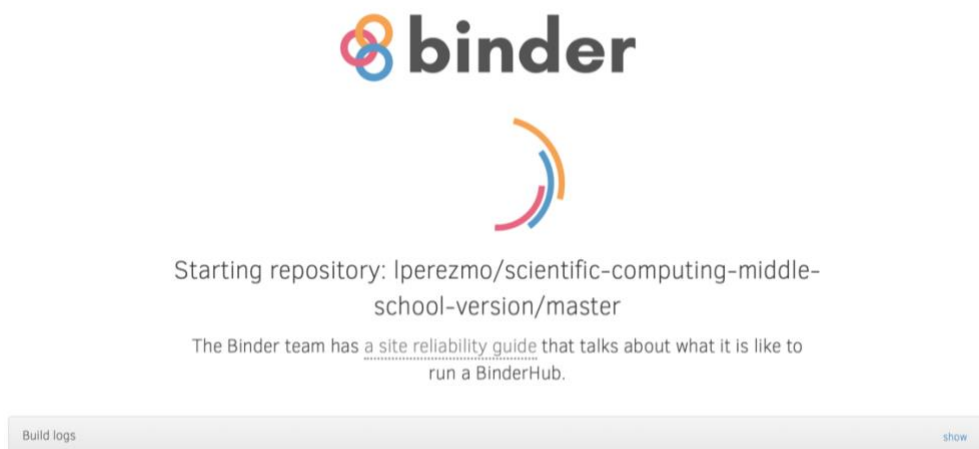# Introduction
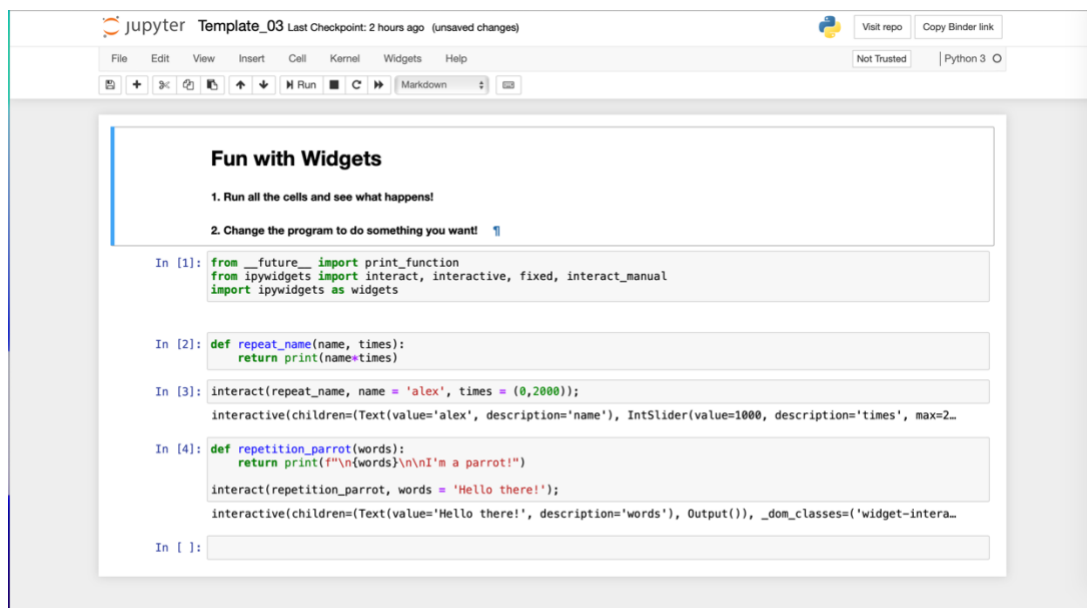
   a. https://mybinder.org/v2/gh/lperezmo/scientific-computing-middle-school-version/master?filepath=Project_templates%2FTemplate_03.ipynb

2. The following page will open up. Give it a minute or two to load.

3. Once the page loads, it will look like this:

Fun with Widgets

1. Run all the cells and see what happens!

2. Change the program to do something you want!

5. Keep pressing ENTER + SHIFT until you get to the end of the notebook. It will look like this:

```
In [3]: interact(repeat_name, name = 'alex', times = (0,2000));
```

name alex

times ● 1444

```
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
alexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexal
exalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalexalex
```

Or you can type something different in the box.

```
In [3]: interact(repeat_name, name = 'alex', times = (0,2000));
```

name Some other name

times ● 26

```
Some other name Some other name Some other name Some other name Some other name Some other
name Some other name Some other name Some other name Some other name Some other name Some
other name Some other name Some other name Some other name Some other name Some other name
Some other name Some other name Some other name Some other name Some other name Some other
name Some other name Some other name Some other name
```

7. You can also check out these two other examples (optional):
   a. https://mybinder.org/v2/gh/lperezmo/scientific-computing-middle-school-version/master?filepath=Project_templates%2FTemplate_01.ipynb
   b. https://mybinder.org/v2/gh/lperezmo/scientific-computing-middle-school-version/master?filepath=Project_templates%2FTemplate_04.ipynb