Chapter 3: Strings, Lists, Tuples, and Maps

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The following are a few experiments you can try yourself. The answers can be found at http://python-for-kids.com/.

#1: favorites

Make a list of your favorite hobbies and give the list the variable name games. Now make a list of your favorite foods and name the variable foods. Join the two lists and name the result favorites. Finally, print the variable favorites.

#2: Counting Combatants

If there are 3 buildings with 25 ninjas hiding on each roof and
2 tunnels with 40 samurai hiding inside each tunnel, how many ninjas and samurai are about to do battle? (You can do this with one equation in the Python shell.)

#3: Greetings!

Create two variables: one that points to your first name and one that points to your last name. Now create a string and use placeholders to print your name with a message using those two variables, such as "Hi there, Brando Ickett!"