

Lab 5: conditions, if, string comparisons

Refresher quiz

Will these expressions evaluate to True or False?

"cat" == "cat"

"cat" == "car"

"Hello" != "hello"

"Good choice" == "Goodchoice"

"100%" != "100"

100 == 100.0

✓ Check



I am confused 

SEASONS

Write a program that asks for a number between 1 and 4 and displays the corresponding season of the year where 1=Winter, 2=Spring, 3=Summer, and 4 = Autumn.

Add an else segment to display an error message if any other number is entered.

STRINGS

Write a program to ask the user for a string. The program should tell the user

- If the string contains only letters (.isalpha())
- If the string contains only numbers (.isnumeric())
- If the string contains only digits (.isdigit())

- If the string contains only letters and/or digits (.isalnum())
- If the string starts with "C" (do this 2 ways, using a string method and word[0])
- If the string ends with "xxx"

MENU solution

<https://cit.instructure.com/courses/108475/files/3165993?wrap=1> ↓

https://cit.instructure.com/courses/108475/files/3165993/download?download_frd=1

Create an application that asks the user to select from the following options and displays the total cost.

```
Burger menu
  1. Cheeseburger €2.45
  2. Hamburger €2.35
  3. Chicken Burger €3.65
==>2
Chips menu
  1. Small €2.9
  2. Large €3.5
  3. Curry chips €3.85
==>1
Drinks menu
  1. Coke €1.25
  2. Fanta €1.25
  3. Milk €1.5
==>3

The total cost is €6.75
```

- Burger menu
 1. Cheeseburger €2.45
 2. Hamburger €2.35
 3. Chicken Burger €3.65
- Chips menu
 1. Small €2.90
 2. Large €3.50
 3. Curry chips €3.85
- Drinks menu
 1. Coke €1.25
 2. Fanta €1.25
 3. Milk €1.50

Update your program to add code that displays the 3 items ordered at the end before the total cost is printed. This requires a string accumulator i.e. an empty string to begin with to which you will add text as the user orders more food. Remember that we can use the + operator to do string addition.

ROULETTE [solution](#)

<https://cit.instructure.com/courses/108475/files/3033165?wrap=1> ↓

https://cit.instructure.com/courses/108475/files/3033165/download?download_frd=1

On a roulette wheel, the pockets are numbered from 0 to 36. The colours of the pockets are as follows:

- Pocket 0 is green
- For pockets 1 through 18, the odd-numbered pockets are red and the even-numbered pockets are black
- For pockets 19 through 36, the odd-numbered pockets are black and the even-numbered pockets are red

Write a program that asks the user to enter a pocket number and displays whether the pocket is green, red, or black. The program should display an error message if the user enters a number that is outside the range of 0 through 36.

Generate a random integer between 0 and 36, this is the winning pocket. Check if the pocket the user selected is the winning pocket, if it is, display an appropriate message, otherwise tell them better luck next time.