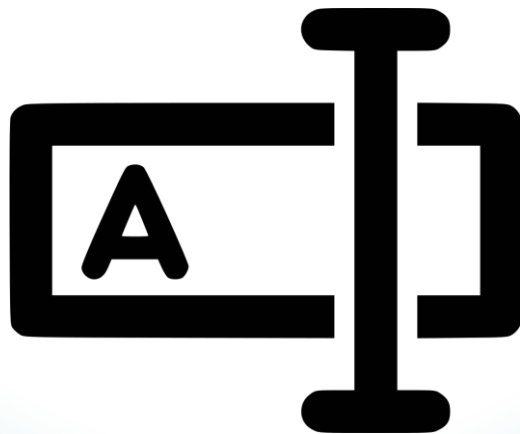


Computer Science Programming Fundamentals

Basic Input



💡 Basic Input Intro

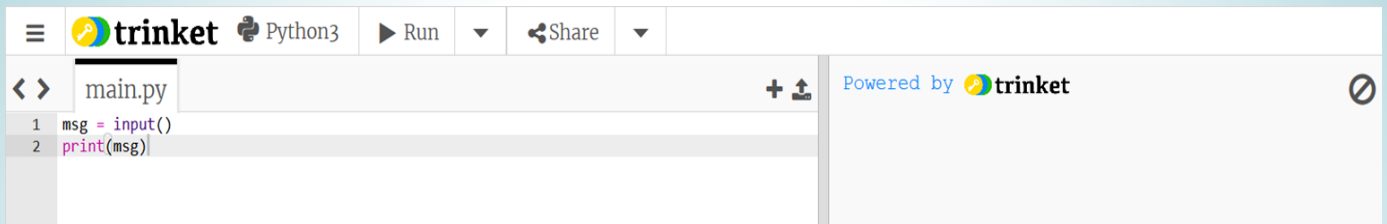
We've seen how to make Python share information with us, but how do we share information with Python without changing the code each time we want to tell it something new?

To do this, we need to use **input**. When we move the mouse, type on the keyboard, or click a button, we are sending information to the computer.

In this lesson, we'll learn how to send strings to Python.

Basic Input pt 1

- Run the code in the example.



The screenshot shows a web-based Python editor interface. At the top, there's a header with the Trinket logo, 'Python3', and buttons for 'Run' and 'Share'. Below the header, the code editor shows a file named 'main.py' with two lines of code: `1 msg = input()` and `2 print(msg)`. To the right of the code editor, there's a text area that says 'Powered by trinket'.

You'll notice that nothing is outputted right away, even though we used a print statement.

- Type something on the right side and press Enter (or Return)

Q: Based on the output of this code, what does `input()` do?

A: It makes Python wait for the user to type something and press Enter. If we use it with a variable, what the user wrote becomes the value of that variable when they press Enter.

Basic Input pt 2

If we put a string in the parentheses, Python will output it as a prompt for the user.

- Run:

```
msg = input("Type your  
message here, then press  
[Enter]: ")  
print(msg)
```

Basic Input pt 3



Activity:

- Bring back the "fake quote generator" you made earlier in the course. Feel free to change it up!
- Replace the **hardcoded** values with `input()` like in the example below. Make sure to give the user a prompt!

```
verb = input("Type a verb and press  
[enter]")
```

```
noun_plural = input("Type a plural noun  
and press [enter]")
```

```
famous_person = input("Type the name of  
a famous person and press [enter]")
```

```
print("You should never " + verb + " "  
+ noun_plural + ". Ever.")
```

```
print("- " + famous_person)
```

- Let a friend type to fill in the blanks.

Basic Input pt 4

A Possible Answer:

```
huge_number = input("Write a HUGE  
number, then press [enter]")
```

```
cheap_item = input("What's a cheap  
item?")
```

```
famous_person = input("Tell me the name  
of a famous person.")
```

```
print("I once bought a " + cheap_item +  
" for " + huge_number + " dollars. Best  
money I ever spent.")
```

```
print("- " + famous_person)
```



Explanation:

This activity will help students to see how `input()` can make their programs interactive.