**Name: Session:**

**Programming I**

**Working with Files in Python**

**Lab Exercise 10.23.2019**

**Print out your source code, attach to this sheet and turn-in.**

1. Write a program that asks the user to enter her name, age, favorite color, and favorite food. Have the program save all four items to a text file, each one on a separate line.
2. Make a program to create silly sentences. Each sentence should have at least four

parts, like this:

The \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_

(adjective) (noun) (verb phrase) (adverb phrase)

For example: "**The crazed monkey played a ukulele on the table**."

The program should create the sentence by randomly picking an adjective list, a noun list, a verb phrase list, and an adverb phrase list. The words and phrases will be stored in files, or you can use Notepad to create them. The simplest way to make this program work is to have one file for each of the four groups of words. Your list should be created by reading in files from a text file (i.e. adjectives.txt, nouns.txt, verbPhrases.txt, and adverbPhrases.txt). Here are some ideas to get you started, but I’m sure you’ll come up with your own:

* adjectives: crazed, silly, shy, goofy, angry, lazy, obstinate, purple
* nouns: monkey, elephant, cyclist, teacher, author, hockey player
* verb phrases: played a ukulele, danced a jig, combed his hair, flapped her ears
* adverb phrases: on the table, at the grocery store, in the shower, after breakfast, with a broom

Here’s another sample output: “The lazy author combed his hair with a broom.”

1. Modify program 2 so that it writes the silly sentence to a file.
2. Modify program 3 so that it writes 10 silly sentences to a file.
3. Write a program storywriter.py that allows you to enter a story and save it to a file. The program should start by asking you the name of the story and generating a filename for a text file by concatenating .txt to the filename. For example, it the name of the story is Invention it will store the story in a filename called invention.txt. The program should allow you to enter your story (one line at a time) and write that line to a file. When the user enters a line “x”, it will close the file. The program will then open the file where the story is stored and display the story.