Day 08 - Tell Me Something!

Well done on getting past the first week! Amazing work! Today is going to be a great day! Today we are going to be asking the user (you) for information to use in our program. Imagine if we could not input data into programs. How on earth could we type droneblocks.io into our web browsers?

Not to worry, input() to the rescue! What's really cool is that by assigning a variable to an input() function, we are able to get the end user to type in a string. That string will be assigned to the value of the variable. Like tech magic. Let's look at this in action:

```
name = input("What is your team name? ")
What is your team name? ▯
```

When you use the input function, Python prompts the user the type in their answer and press enter. The answer they type will be the value of the variable it is assigned to. In the above example, you get to pick your own team name. How cool is that!

You will notice in the line of code that there is a space between the ? and the ". This is done on purpose because the input prompt starts directly after the closing ". It makes our input look neater.

One very important thing to note is that the input is always going to be a STRING. Asking a user for a number requires us to something call "casting". Casting is when we want to specify the type of a variable. So to convert the drones string to a drones int we simply place the drones variable inside the int constructor like the example below:

```
#cast inputs to required datatypes
drones = int(drones)
class_size = int(class_size)
year = int(year)
```

We can cast variables using int() for integers, float() for floats and str() for strings.

And now you know how to get input from the end user! Well done. Let's move on to today's exciting challenge.