Unit 3. Making decisions in your programs

In the previous unit, you learned about strings as sequences of characters and about tuples as objects that can contain other objects. You also saw how to interact with users by prompting them for input, getting their input, manipulating their input, and showing them output in the console.

In this unit, you'll write code that makes decisions. This is the first step to writing a cool artificially intelligent being. You'll insert *branches* that will execute different statements in the code, depending on the user input or on the values of certain variables.

In this unit's capstone project, you'll write your own Choose Your Own Adventure game. You'll strand users on a deserted island, present them with an allowed set of words they can pick from, and see whether they can survive.