Unit 2. Strings, tuples, and interacting with the user

In the previous unit, you wrote simple lines of code that created variable names and bound your names to various types of objects: integers, floating point, Booleans, and briefly, strings.

In this unit, you'll write code that manipulates sequences of characters, called *strings*. You'll be able to change case, replace substrings, and find the length of words with single lines of code. Then you'll see how to create objects that store more than one object in a sequence and how to access each object stored.

You'll begin writing interactive code. You'll get user input, do some computations or manipulations with it, and then show the user some output. With this, your programs become a lot more fun, and you can start showing off.

You'll learn about a few common error messages that you've been encountering (and will undoubtedly continue to encounter). I want to stress that everyone writes code that doesn't work at some point. And this is the best learning experience!

In the capstone project, you'll get two names from the user and then mash them together in some way to make up a "couple name."