**Unit 3 Final Project**

As we have reached the end of Unit 4, it is your task to use the concepts you have learned to create a solution to an *authentic* problem. (Think back to your final project in Scratch).

Your program should include **at LEAST three** of the programming elements you have learned about in this unit:

* Conditional statements
* Variables(they can be integers, float, string, or lists)
* Loops
* User input

**DUE: Tuesday Nov 23, 2021**

**RUBRIC**

Appropriate naming /5

Commenting /15

Programming elements /15

Efficiency of Code /5

Authenticity of problem /5

**TOTAL /45**