For each program that you turn in be sure to include:

> Your name and the date on which the assignment was completed.
>
> Well-placed comments indicating what your program does (or should do). While it may seem silly for trivial code, it is proper programming etiquette and a good habit to get into.
>
> If you use any source other than the course textbook – that includes Google, YouTube videos, Tutors, Mentors, etc. - be sure to cite the source in your code. Failure to do so is a violation of the Academic Integrity Policy and can result in a failing grade and/or dismissal from the college.

Points will be deducted for failure to adhere to these guidelines.

The Pinewood Derby rules require that the cars be raced on all lanes to ensure that no lane provides and unfair advantage. The cars are raced four times and the slowest recorded time is dropped.

Create a program called “sixteenth.py”. Create an application that allows the user to enter four times. The four times should be written out to a file named pinewood.txt. The program should display the adjusted average, utilizing a function to drop the slowest time.

Create a program called “seventeenth.py”. Assume a file containing a series of time values formatted as floating-point values named pinewood.txt exists on the computer’s disk. Write a program that displays all the numbers in the file and displays the adjusted average, utilizing a function to drop the slowest time.

Create a program called “eighteenth.py”. Create an application that writes ten sets of four randomly generated values (40 values total) from 0.0 to 10.0 representing Pinewood Derby race times. The application should then read in four sets of values at a time, assign them to a Racer numbered 1 through 10, calculate the adjusted average utilizing a function to drop the slowest time. The program should then determine which Racer won the Derby.