Question-1

When I was a kid, we used to play this game called *Mad Libs*. The way it worked was a friend would ask me for some words and then insert those words into a story at specific places and read the story. The story would often turn out to be pretty funny with the words I had given since I had no idea what the story was about. The words were usually from a specific category, like a place, an animal, etc.

For this problem you will write a *Mad Libs* program. First, you should make up a story and leave out some words of the story. Your program should ask the user to enter some words and tell them what types of words to enter. Then print the full story along with the inserted words.

Here is a small example, but you should use your own (longer) example:

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Enter a college class: CALCULUS
Enter an adjective: HAPPY
Enter an activity: PLAY BASKETBALL

CALCULUS class was really HAPPY today. We learned how to
PLAY BASKETBALL today in class. I can't wait for tomorrow's
class!
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Question-2

Companies often try to personalize their offers to make them more attractive. One simple way to do this is just to insert the person's name at various places in the offer. Of course, companies don't manually type in every person's name; everything is computer-generated.

Write a program that asks the user for their name and then generates an offer like the one below. For simplicity's sake, you may assume that the person's first and last names are one word each.

Output:

Enter name: George Washington

Dear George Washington,

I am pleased to offer you our new Platinum plus Rewards card at a special introductory APR of 47.99%. George, an offer like this does not come along every day, so I urge you to call now toll-free at 1-800-314-1592. We cannot offer such a low rate for long, George, so call right away

Question-3

Write a program that asks the user to enter a string. The program should then print the following:

(a) The total number of characters in the string

(b) The string repeated 10 times

(c) The first character of the string (remember that string indices start at 0)

(d) The first three characters of the string

(e) The last three characters of the string

(f) The string backwards

(g) The seventh character of the string if the string is long enough and a message otherwise

(h) The string with its first and last characters removed

(i) The string in all caps

(j) The string with every a replaced with an e