Written Questions - Section 2
Submit one **PDF file** in response to the questions below.

2a.
The program language I used is python 2.7. My game is a Mad Lib so people can input some nouns, verbs, and adjectives to create a funny story. They can pick between three different story settings. Depending on the setting they will have to come up with different nouns, verbs, and adjectives. When they see the story the words they came up with stand out so they can see where the words went. At the end they can pick if they want to play again or stop. If they stop the program stops. If they play again the program starts at the beginning of the code and they can pick a setting again.

2b.
At the beginning I had trouble figuring out how to print and store what was imputed as the answer to a question. I tried many different ideas to do this but no of them would store the data. Then I remembered that the raw_input function prints what is inside the parentheses and stores it to a variable so I can call on the variable multiple times. I then used it in many places in my code. I also had trouble with creating a def and moving to another to create different settings. I then remembered a piece of coding I worked on earlier in the school year where I could have multiple defs. When I tried it the coding worked. I then used it to go back to the beginning of my code so if the player wants to play again, the code will start over.

2c.

```
6   setting = raw_input()
7   if setting == 'home':
8     home()
9   elif setting == 'school':
10    school()
11  else:
12    park()
```

This algorithm sets up everything by organizing the coding into different defs. It checks what the player imputed to go to the correct setting as the player chose. The raw_input stores what the player imputed to answer the question. The if statements checks if what the player imputed, which is the setting, was home. If it is correct it moves to the def of home. If it is not it repeats the checking process for school. If it is correct it goes to the def of school. If it is neither of them it goes to the def of park.

2d.

```
15  noun = raw_input('Name a noun: ')
16  adjective = raw_input('Name an adjective: ')
17  verb = raw_input('Name a verb: ')
18  verb2 = raw_input('Name another verb: ')
19  adjective2 = raw_input('Name another adjective: ')
20  verb3 = raw_input('Name another verb: ')
21  noun2 = raw_input('Name another noun: ')
```

This abstraction helped manage the complexity of my program because it combines both a printing statement and storing data to a different work. I needed to have each word assigned to a different variable, and with this piece of coding it assigns it to a different word so I can input it into the story. I didn't want to have a print statement and underneath it have a variable assigning itself to that. This way I combined the two so I just call on the variable and when the statement prints, the player can type what they want right after.