

Pirate Name Generator

From "Impractical Python Projects", Lee Vaughan, No Starch Press, On the O'Reilly platform

This is a goofy (Impractical) pirate name generator

We will do the following

- 1.) Enter this into Spyder as Python program, as a single .py file
- 2.) What type of data item (type) are the variables "first" and "last"?
- 3.) Add a Name_3 variable so that so that we get a three term name, like "Stinky Bud Green" You will need to modify the function to deal with the third name
- 4.) Now use the pylint tool in Spyder to indicate how to clean up the code. Pylint is a Python "Lint" program, that helps clean up and format your code to improve readability. This makes your work look more professional and makes it easier for others to re-use your code. Versions of lint exist for many programming language, pylint is the version for Python. Pylint was originally a stand-alone program, you wrote your code in an editor and then fed it through pylint to get a report on the formatting errors, which you could then fix.

We will use the Spyder IDE, which has a console window, an editor and many other tools including pylint. Once you have code written in the editor, and running, you can use pylint to check the formatting. Under the "Source" menu select "Run Code Analysis" which will run pylint from within Spyder and show you the results

- 5.) Clean up your code so it passes pylint

Start of the Code

Type the code below into Spyder, save it to your hard-drive somewhere and then run it from within Spyder

Once it is running, clean up the formatting by using pylint

```
In [1]: import random
```

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In [2]: Name_1=["Jolly","Old","One-eyed","Stinky","Pegleg","Phlegmatic"]  
        Name_2=["Bud","Sally","Davie","Sam"]
```

```
In [11]: first=random.sample(Name_1,1)
last=random.sample(Name_2,1)

def get_a_pirate_name():
    first=random.sample(Name_1,1)
    last=random.sample(Name_2,1)
    outname= first[0]+" "+last[0]
    return outname
```

```
In [12]: get_a_pirate_name()
```

```
Out[12]: 'Phlegmatic Sally'
```