Vaneshiea bell week 1

A screenshot of a computer flowchart

Description automatically generated

# Purpose: Simulate the "100 bottles of beer on the wall" song countdown

def count\_down\_bottles(initial\_bottle\_count):

"""

Counts down from the given number of bottles and displays the lyrics.

"""

# Loop through each bottle count from the initial count down to 1

for current\_bottle\_count in range(initial\_bottle\_count, 0, -1):

# Check if the current bottle count is greater than 1

if current\_bottle\_count > 1:

# Display the lyrics for multiple bottles

print(f"{current\_bottle\_count} bottles of beer on the wall, {current\_bottle\_count} bottles of beer.")

# Check if the next bottle count is greater than 1

if current\_bottle\_count - 1 > 1:

# Display the lyrics for multiple bottles

print(f"Take one down and pass it around, {current\_bottle\_count - 1} bottles of beer on the wall.")

else:

# Display the lyrics for a single bottle

print(f"Take one down and pass it around, {current\_bottle\_count - 1} bottle of beer on the wall.")

else:

# Display the lyrics for a single bottle

print(f"{current\_bottle\_count} bottle of beer on the wall, {current\_bottle\_count} bottle of beer.")

# Display the lyrics for no bottles

print(f"Take one down and pass it around, no more bottles of beer on the wall.")

# Add a blank line for readability

print()

def main\_program():

"""

Asks the user for the number of bottles and starts the countdown.

"""

# Initialize a variable to store the user's input

while True:

try:

# Ask the user for the number of bottles

initial\_bottle\_count = int(input("Enter number of bottles: "))

# Check if the input is a positive integer

if initial\_bottle\_count <= 0:

# Display an error message if the input is not valid

print("Please enter a positive integer.")

else:

# Break out of the loop if the input is valid

break

except ValueError:

# Display an error message if the input is not a valid integer

print("Invalid input. Please enter a positive integer.")

# Start the countdown with the user's input

count\_down\_bottles(initial\_bottle\_count)

# Display a message after the countdown is finished

print("No more bottles of beer on the wall! Time to buy more beer.")

if \_\_name\_\_ == "\_\_main\_\_":

main\_program()