

## Mad Lib Project Documentation

Based on “If You Give a Mouse a Cookie” story by Laura Joffe Numeroff

If you give a mouse a cookie, he’s going to ask for a glass of milk.

When you give him the milk, he’ll probably ask you for a straw.

When he’s finished, he’ll ask for a napkin.

Then he’ll want to look in a mirror to make sure he doesn’t have a milk moustache.

When he looks into the mirror, he might notice his hair needs a trim,

so he’ll probably ask for a pair of nail scissors.

When he’s finished giving himself a trim, he’ll want a broom to sweep up. He’ll start sweeping.

He might get carried away and sweep every room in the house.

If you give a {animal} a {food}, he’s going to ask for a {drink}.

When you give him the {drink}, he’ll probably ask you for a {utensil}.

When’s he’s finished, he’ll ask for a {item}.

Then he’ll want to {verb} in a {place} to make sure he doesn’t {activity}.

When he {verb} into the {place}, he might notice {characteristic},

so he’ll probably ask for a {tool}.

When he’s finished {adverb}, he’ll want a {tool2}. He’ll start {adverb2}.

He might get carried away and {verb2} every {item2} in the {place2}.

Create a string variable called animal. Prompt user “Please give me the name of an animal: “

Create a string variable called food. Prompt user “Please give me the name of a food item: “

Create a string variable called drink. Prompt user “Please give me the name of a drink: “

Create a string variable called utensil. Prompt user “Please give me the name of a utensil: “

Create a string variable called item. Prompt user “Please give me the name of any random item: “

Create a string variable called verb. Prompt user “Please give me an example of a verb: “

Create a string variable called place. Prompt user “Please give me an example of a place: “

Create a string variable called activity. Prompt user “Please give me an example of an activity: “

Create a string variable called characteristic. Prompt user “Please give me a random characteristic: “

Create a string variable called tool. Prompt user “Please list any random tool: “

Create a string variable called adverb. Prompt user “Please give me an example of an adverb: “

Create a string variable called tool2. Prompt user “Please list another random tool: “

Create a string variable called adverb2. Prompt user “Please give me another example of an adverb: “

Create a string variable called verb2. Prompt user “Please give me another example of a verb: “

Create a string variable called item2. Prompt user “Please give me the name of another random item: “

Create a string variable called place2. Prompt user “Please give me another example of a place: “