**Unit 1 - Activity 9 - Programming Assignment**

Write a program that asks the following questions in the order given:

First Name:

Last Name:

Birthplace:

School:

Favourite Subject:

Then the program outputs a letter with the information entered.

An example of the final output is below:

[Italics denotes the value should be a variable. Underline denotes the value should be a

user input.]

First Name: **Tang**

Last Name: **Chan**

Birthplace: **Hong Kong**

School: **SCHOOL NAME**

Favourite Subject: **ICS4U**

To Whom This May Concern:

My name is Tang Chan. I am originated from Hong Kong. I am currently attending

Yorkville international academy with my favorite course as ICS4U.

Sincerely,

Tang Chan

Bonus 1: Have reasonable variable names. (7%)

Bonus 2: Look *exactly* like the example provided. (7%)

Bonus 3: Comment your code appropriately. (6%)

Bonus 4: Have only six print statement. (5%)

Bonus 5: Have only three different variables. (5%)

**Marking Scheme**

You will receive a mark of 70% for a program that runs and produces the correct output.

Each bonus that you complete will add that many percent to your grade. For example, a

working code that completes bonus 2 and bonus 3 will receive a mark of 83%.

Any code that cannot run or produces incorrect output will be judged based on the code

itself

**Submission**

For each day that it is late, your mark will be deducted by 5% per

day to a maximum of 50% (This includes weekend and holidays).

**Plagiarism**

Plagiarism of any kind is not allowed and is considered a serious academic offense.

Plagiarism means using any idea that is not your own without acknowledging the idea. If

you asked for help from a friend or looked up something on a website, you must tell me

that you have gotten help. You will not be penalized for asking for help, but if you are

caught plagiarizing, you will receive a mark of 0 on this assignment and the next.