

```
1 def main():
2     ## We are going to use raw_input so we can have some interaction with player of game
3     ## The " > " is just there for decorations, try using other characters.
4
5     ## 1 - Getting your name
6     print(raw_input("What's your name? > "))
7     ## Now run it, after you type your name, it prints it on the next line.
8
9     ## 1.2 - Refined
10    ##
11    ## Comment out line 6 by putting # where the code the line starts
12    ## Uncomment lines 17 and 23
13
14    ## player_name is a variable, it is created to store objects like strings, numbers
15    ## Remember to give variables memorable names or else when you review your code
16    ## you don't know what it is used for.
17    player_name = raw_input("What's your name? >")
18
19    ## This is called string formatting. The {} tells Python that there is something to
20    ## be substituted.
21    ## The string (in between quotes) calls a built-in function called format.
22    ## The number of {} will determine the number of items in between format()
23    print("Your name is {}".format(player_name))
24
25    ## Now uncomment line 28
26    ##
27    ## Some neat tricks with string manipulations:-
28    ## This turns your string all to uppercase
29    print("Your name is {}".format(player_name.upper()))
30
31    ## Open your Python interpreter, try the following
32    ## Remember, in terminal, when you type Python and hit return, you should see >>>
33    ## >>> player_name = "bob"
34    ## >>> print("Your name is {}".format(player_name.upper()))
35    ##
36    ## Try other string built-in functions.
37    ## Find it in Python docs by
38    ## 1) https://www.python.org/
39    ## 2) Click on Docs
40    ## 3) Click on "Library Reference"
41    ## 4) Look for "Text Sequence Type - str" and read up the various functions (or methods)
42    ## and experiment in your Python interpreter.
43    ##
44    ## Don't be afraid to your your Python interpreter, we use it all the time to test and try
45    ## out everything. Most Python code you right, you should be able to test in the interpreter.
46
47 if __name__ == '__main__':
48     main()
```