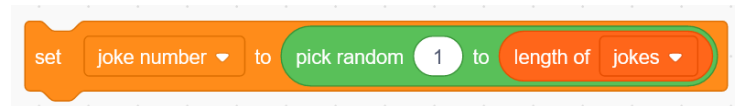


day59 Scratch jokes, program 2 of 2
Due: Friday 2/9/24

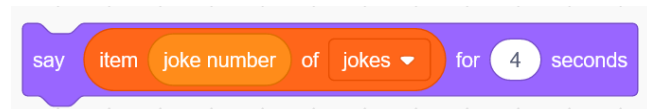
Today's second program will tell random jokes, over and over after you click the green flag.

You will make a list variable that has each joke in it, plus a list variable with each punch line in it. For example, if item 1 of the list variable "jokes" was "Why did the chicken cross the road?" then item 1 of the list variable "punchlines" might be "It wanted to find out what those jokes were about." Each joke should be a question, followed by a punch line, without requiring that the user enter any information.

To say a joke and to say the corresponding punchline, you need to create a variable, let's say you call it "joke number" and store a random number in it from 1 to the number of jokes you have saved. Use this variable to "tell" the joke and to "say" the punchline. You could do this, for example:



Then you can tell the joke by doing this:



You can do the same when saying the punchline. When you click the green flag your sprite sets up a joke, tells the punchline, then says ha ha ha, then repeats with another randomly selected joke.

The jokes cannot require any user input. So no knock-knock jokes for example. Feel free to search the Internet for silly simple jokes. Please keep it all school appropriate.

Requirements:

1. You have set an interesting background.
2. You have at least five jokes and punchlines saved in two list variables, one list for jokes, one list for punchlines. The jokes should all be silly short ones, maybe even you'd call them riddles, that do not require that the user enter anything.
3. All variables are hidden (not showing on the screen).
4. When you click the green flag the sprite tells a random joke, then the punchline, then says "ha ha ha" or something like that, waits a few seconds, then repeats with another randomly chosen joke.
5. This process repeats forever.

I have posted a video with the assignment where I work it all out if you need help. Please turn in a share link when you are done.