Computer Programming day2 assignment, August 18, 2023

Before attempting this assignment, be sure to have logged in to repl. If you missed class, here is the short version: on a computer, log in to your school Google account. Then open a new tab and visit <a href="https://replit.com/">https://replit.com/</a>. Create a new Python repl. Then write code as requested below. See the slide deck from today on the Google Classroom for more info.

Read the following requirements over before starting, then use them as a checklist as you work your way through writing today's program. Please do the following:

- 1. Name your repl project "day2"
- 2. Add a print statement that prints your name (first and last)
- 3. Create a variable and store a number less than 10 in it.
- 4. Create another variable and store your favorite number in it.
- 5. Print the result of these two numbers being multiplied together.
- 6. Create a third variable and store zero in it.
- 7. Create a while loop, where you will repeat as long as this last variable is less than 10.
- 8. Inside the while loop (indented underneath the while expression) add a print call that prints the loop variable.
- 9. After that print call, add another line that adds one to the variable.
- 10. After the loop (that means, not indented, below the while loop code) add a print line that prints a short Monty Python quote.

Use the above as a checklist to make sure you have done everything. When you are done call me over to see your creation. If you get stuck, talk to a neighbor or raise your hand and ask me for help.

If you finish early and want to try some other things, here are some optional ideas to extend today's program:

Make the print line inside the loop print the square of each number.

Make the numbers count down instead of climb up.

Print text inside the loop in addition to the numbers.

Print out a list of your classes.

Make your loop repeat 9999 times.

Do you have a great idea?

Run your project as many times as you want, and make adjustments if it's not working before you turn it in. Ask for help if you're stuck.

To turn in your project, click the Invite button in Repl, get a join link, and turn the link in on the Google Classroom. If you are not clear how to do this, watch the attached video.