

Vocab

input()	receive information from user
print()	show info that received from user
int()	change info to integer
float()	convert value into decimal number

Symbols 2

>	more than
<	less than
>=	equal or more than
<=	equal or less than

Letter Number (Code)

```

firstname = input("What is your
firstname? ")
lastname = input("What is you
lastname? ")
fullname = firstname + " " +
lastname
print (fullname)
letternum = int(input("What is the
letternumber? "))
if len(fullname) >=
int(letternum):
    print (fullname[letternum])
    letterprint = int(input("How
many times to print the letter? "))
    if int(letterprint) <= 100:
        print (fullname[letternum]
* int(letterprint))
    else:
        print ("Too many letters to
print!")
else:
    print ("Invalid letter number,
try again")

```

Symbols

==	equal to
!=	not equal to
+	add number
-	minus number
*	multiply number
%	find remainder between two number
/	divide number
**	power the number

Vocab 3

Variable	info from user that can change
Syntax	the computer's grammar

Reverse Word (Code)

```

word = input("Enter a word: ")
index = 0
reverse = ''
while index < len(word):
    reverse = word[index] +
reverse
    index = index+1
print("Reverse: ",reverse)

```

Finding Radius (Code)

```

user_radius = input("What is your
radius ?")
radius = float(user_radius)
pi = 3.1415
area = (pi (radius * 2))
print ("The area of the circle is",
area)

```

Vocab2

string	information user added
len()	number of string
boolean	true/false

Guessing Word Game (Code)

```

import random
mylist = ['barbie', 'kitty', 'my
melody', 'sailor moon', 'pretty
cure']
random_item =
random.choice(mylist)
print(random_item)
print(mylist[0])
print(mylist)
chance = 5
score = 0
while chance > 0:
    user_guess = input("Guess a
word ")
    if user_guess == random_item:
        score = score+100
        print ("That's correct")
        print ("score: ", score)
        random_item =
random.choice(mylist)
        elif user_guess in mylist:
            chance = chance-1
            print ("Sorry, wrong
choice!")
            print ("chance remaining ",
chance)
        else:
            chance = chance-1
            print ("Sorry, that's not
even on the list")
(chance == 0, print("game over"))

```



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Published 15th February, 2016.
Last updated 9th February, 2016.
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