Name_____ 06.03 Coding and Careers

This assignment has three parts.

Part One: Design the program

Write a program that demonstrates your programming skills acquired during this course. Use the following guidelines to write your program:

1. Pick one of the following options for your program:
    a. Create a game, such as Rock, Paper, Scissors.
    b. Write a short story in the style of a Mad Lib. Include non-numeric and numeric values.
    c. Expand on a program you've already written or write a new program related to an interest of yours.
2. Think through the needs of your program such as rules, the storyline, or equations.
3. Make the program interactive by asking the user to provide input.
4. The program must contain one list **or** one user-defined function.
5. Include at least one decision block (if, if-else, or elif).
6. Display output that is informative and easy to read.
7. Write the pseudocode for this program. Be sure to include any needed input, calculations, and output.

Insert your pseudocode here:

Part Two: Code the program

Use the following guidelines to code your program:

1. To code the program, use the Python IDLE.
2. Using comments, type a heading that includes your name, today's date, and a short description of the program.
3. Follow the Python style conventions regarding indentation and the use of white space to improve readability.
4. Use meaningful variable names.

Example of expected output: The output for your program should resemble the following. Your specific results will vary depending on the choices you make and the input provided.

Output:

```
Let's play Rock, Paper, Scissors!
R is rock.
P is paper.
S is scissors.

You picked: R
Opponent picked: P
Your opponent wins this round!

You picked: P
Opponent picked: S
Your opponent wins this round!

You picked: S
Opponent picked: R
Your opponent wins this round!

Thank you for playing!
```

Insert a copy of your code from IDLE here:

Part Three: Post Mortem Review

Complete the Post Mortem Review (PMR). Write a thoughtful two to three sentence response to each of the questions in the PMR chart.

Review Question	Response
What was the purpose of your program?	

How could your program be useful in the real world?	
What is a problem you ran into, and how did you fix it?	
Describe one thing you would do differently the next time you write a program.	