

# Programming for Beginners Part 2

Directions: Go to <http://www.programmingbasics.org/en/beginner/strings2.html>. Read along and fill the blanks in as you work through the different lesson on this site.

## Strings 2 Practice:

Try using the program area to create a play on the stage with the actingbots.

How many backdrop pictures are there? \_\_\_\_\_

Using actorbot, actressbot, and actingbot show the command code you would need to have actressbot tell a knock knock joke to actorbot with actingbot laughing and a backdrop w/ a couch.

Have your partner watch your actingbot tell the joke and write their initials if it works on this line \_\_\_\_\_

**STOP: Copy the code from your program area and paste it here.**

## Input

You can use the \_\_\_\_\_ command to get the computer to ask you a \_\_\_\_\_.

You give the command a \_\_\_\_\_ with the question to be asked. A \_\_\_\_\_ then shows up with the question, and you must \_\_\_\_\_ in the \_\_\_\_\_

Answers can also be put into variables to be used later. True or False

## Input Practice:

What are the command lines to ask someone's age with the computer responding: WOW! (their age) is OLD!

Now let's use the Input command and the program area to create a madlib for your partner to answer.

Write a program using the input command, strings, and variables to have the computer ask you to fill in one of the MadLibs below: choose only ONE

1. If you run into an alien (noun) who comes from some other (adjective) planet which revolves around a distant (noun) in another galaxy, do not be (adjective). If it says, take me to your (occupation) you must act friendly and say (exclamation) Remember, extraterrestrial (plural noun) are not necessarily mean.

**STOP: Copy the code from your program area and paste it here.**

Now make up your own story for a madlib. Include 7 words to be filled in by the partner.

Have your partner fill out your madlib and write their initials if it works on the line \_\_\_\_\_

**STOP: Copy the code from your program area and paste it here.**

**If**  
Since a computer cannot make \_\_\_\_\_ a program gives it \_\_\_\_\_ to follow.

With the \_\_\_\_\_ instruction, a computer can compare \_\_\_\_\_ things and make a decision. One way it can compare things is to check if two things are the \_\_\_\_\_.

Steps to using an If command:

1. typing “\_\_\_\_\_” with an opening \_\_\_\_\_ after it.
2. Write the \_\_\_\_\_ thing you want the computer to look at.
3. Type \_\_\_\_\_ equals signs and then the second thing you want the computer to \_\_\_\_\_ at.
4. Type a closing \_\_\_\_\_ , and then an opening " \_\_\_\_\_ " .
5. Give the computer some instructions that the computer should follow if the two things \_\_\_\_\_ the same.
6. Type closing curly \_\_\_\_\_ .

An exclamation mark followed by an equals sign means " \_\_\_\_\_ "

To keep from having to type two different if instructions, you can use the \_\_\_\_\_ instruction.

You can have more than \_\_\_\_\_ instruction inside of the curly braces.

And you can put things on \_\_\_\_\_ lines to make things easier to read.

Name \_\_\_\_\_ Period \_\_\_\_\_

**If Practice:**

Type the command statements to make purple on the machine conveyor.

**STOP: Copy the code from your program area and paste it here.**

Have your partner watch your conveyor and write their initials if it works on the line \_\_\_\_\_