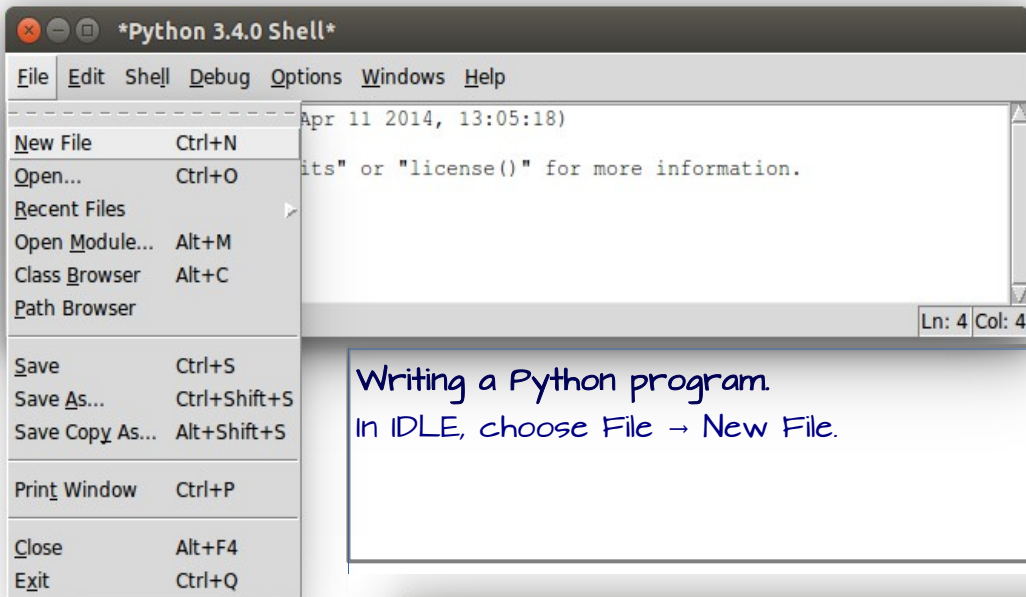
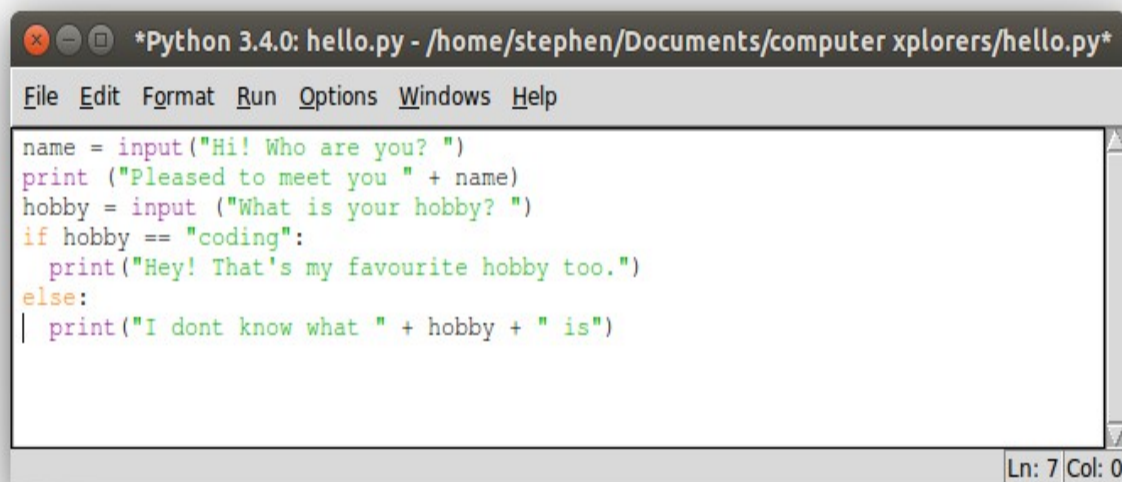
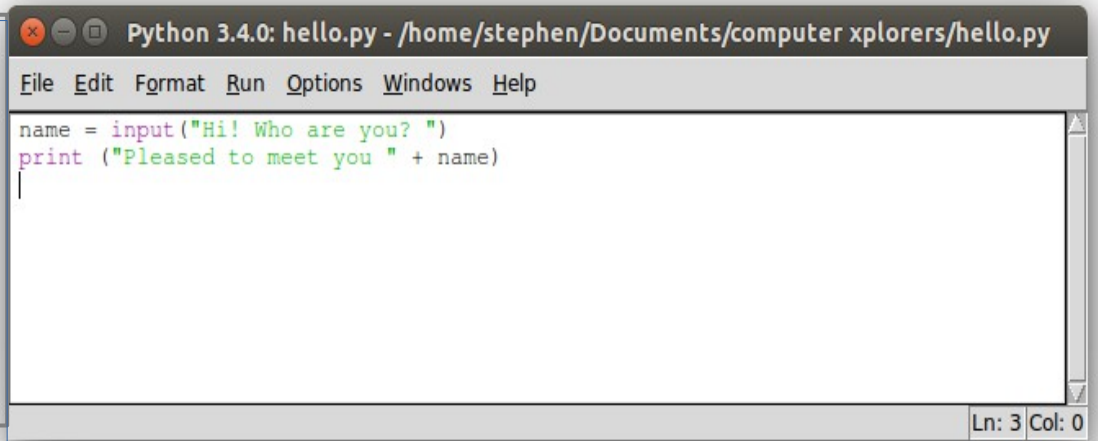


# Introducing Python



Writing a Python program.  
In IDLE, choose File → New File.

Add some input, print instructions and a variable to your program. Make a program that asks for the user's name and then greets the user.



Now make your program capable of carrying out a decision based on what input the user provides. We are going to make our program print a comment that depends on what hobby the user has.

## Decisions

We have just used an if / else to allow our program to make a simple decision about what to say. The lines that begin with if and else must end in a colon symbol ":" and the instructions that we want to be done after the "if" and "else" must be indented!

# Project 2:

## Python decision programs

### Program Recipes: Turing Chat Bot.

1. We are going to use some basic Python coding instructions that could be used to make a "chat bot". These instructions are called `if`, `elif`, `else`.  
In computing these methods are known as **selection**.

2. Decide what topics your chat bot is going to talk about and use `prints`, `inputs` and `variables` to allow it to start responding. Our example chat bot program begins like this:

4. Make sure you use double equals (`==`) to check what the **variable** `hobby` contains.  
Make sure you remember to put a colon (`:`) at the end of the `if` and `else` lines.  
The instructions that get carried out after `"if"`, `"elif"` or `"else"` should be **"indented"**

3. Our example program:

```
name = input("Hi! Who are you? ")
print("Pleased to meet you " + name)
hobby = input("What is your hobby? ")
if hobby == "coding":
    print("Hey! That's my favourite hobby too.")
elif hobby == "baseball":
    print("Hey that's a fun sport!")
else:
    print("I dont know what " + hobby + " is")
```

5. Your program now can ask two questions; "who are you?" and "what is your hobby?" and can make responses based on what is typed in.  
Use these methods to make your program ask even more chat questions and give responses to answers.

6. It's also possible to make more complicated decisions based on values stored in multiple variables. For example, our program so far has 2 variables called `name` and `hobby`. We can use **operators** like `"and"` and `"or"` to make more complex decisions.

```
if name == "Wayne" and hobby == "football":
    print("Hey! Are you Wayne Rooney from Manchester United?")
```

Now try using all these methods to make a chat bot that could fool someone into thinking they were chatting to a real person!

