

## If, Elif, and Else:

Try writing a simple function to make a short "Choose Your Own Adventure" book. Ask the user a question like "You meet a giant troll in the forest who will not let you pass, what do you do?" Take their answer and compare it to a few selections that you choose. For instance, you could say `if(answer == "Run!"): showInformation("You had better hope he doesn't have friends!")`

Be sure to make use of if, elif, AND else in your comparisons.

## Matching:

- |   |                   |
|---|-------------------|
| A. Used to compare things not equal to each other                   | 1. [0,1,2,3]      |
| B. Used to test if two things are equal                             | 2. :              |
| C. Used to set one thing equal to something else                    | 3. ==             |
| D. Called modulus, gives you the remainder                          | 4. %              |
| E. Always used at the end of a conditional statement                | 5. Base case      |
| F. Two things you need to have in a recursive function (2 answers!) | 6. [1,2,3]        |
| G. What is returned from range(4)                                   | 7. Recursive call |
| H. What is returned from range(1,4)                                 | 8. !=             |
|   | 9. =              |

## Fill in the Blanks:

Hint: Always look further down the line or on the next line for clues as to what to fill in!

```
____ num in ____ (0,10):  
    print "__ is the current number" % (num)  
    if(num ____ 5):  
        print "num is greater than or equal to 5!"
```

## Recursion:

Take a look at this recursive function -- there are two errors in this code! Circle them and suggest a way to fix it.

```
def bottlesOfRootBeer(num):  
    print "%d bottles of root beer on the wall, %d bottles of root beer! Take one  
    down, pass it around, %d bottles of root beer on the wall!" %  
    (num,num,num-1)  
    bottlesOfRootBeer(num)
```