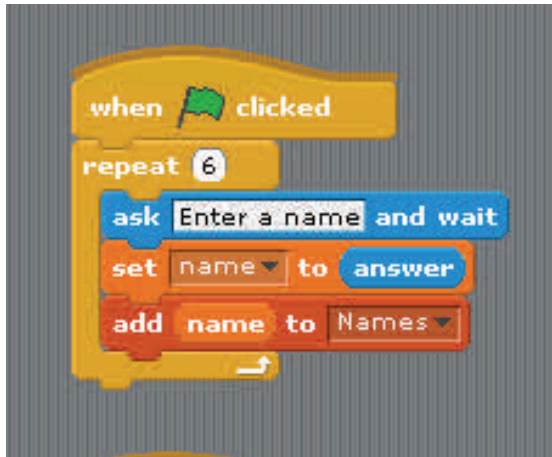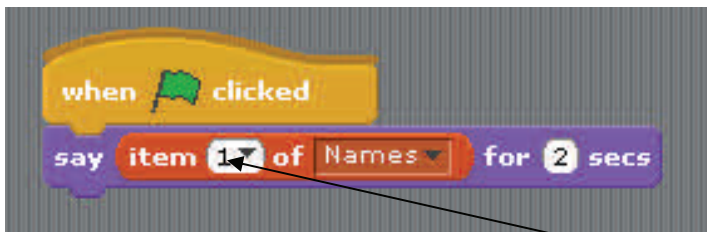Computer Programming -
Lists 2

11

If it's closed, open up the program you saved called *Lists1*. Add more, separate code as follows:

Clear the list if necessary using the clear list code you wrote and saved.

When you run this code you will see that there is a loop. You will be asked to enter a name. The name you enter is added to the list and then the loop runs again, until six passes. At the end you will have six names in the list, assuming you cleared the list originally.
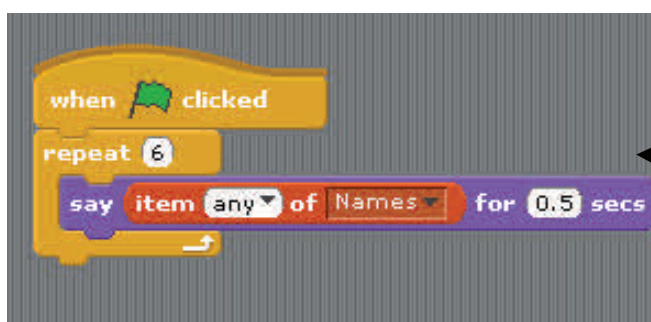

DO NOT clear the list. Write the following code and run it. You will see that, when you run it, it will display (say) the first name on this list.

Now carefully select the number 1 and overtype it with 3, and run the code. This time, the third number on the list is displayed

Now configure the *say* command, using the drop down menu, so that *any* is displayed, Run this piece of code six times and see what is displayed each time. You will see that the list is read randomly so any of the six names on the list will be displayed in a random order.

You can do the same exercise as above by using a loop. Try this code.