Intro to Computer Science   Activity - story_time

ASSIGNMENT OVERVIEW
In this assignment you'll be creating a program called `story_time.py` which will collect some strings and numbers from the user, and then tell a story using that information.

This assignment is worth 20 points and is due on the crashwhite.polytechnic.org server at 23:59:59 on the date given in class.

BACKGROUND
You may have played a game like this where one person asks another to supply a series of words or numbers—a person's name, an occupation, an adverb, a color, an age, a month, a pet's name, etc.—and when those responses are substituted into a story, hilarity ensues.

PROGRAM SPECIFICATION

Create a Python program that:

   a. asks the user to enter a series of responses defined by you. These responses will be included in the story, and should include both strings and numbers (integers or floats).

   b. substitutes the user-supplied values into a story that has been written by you and prints that story for the user to read

DELIVERABLES

`story_time.py`

You should keep a working copy of this file in your home folder on the server, and a backup copy of the file elsewhere. To submit your assignment for grading, copy your `story_time.py` file to your directory in `/home/studentID/forInstructor` at `crashwhite.polytechnic.org` before the deadline.

ASSIGNMENT NOTES

1. There are several ways to print out strings and variable in the same line.

```
name = "Richard"
age = 14
# This strategy is easy--just separate everything by commas--but
# doesn't allow for precise spacing
print("You",name,", are", age, "years old.")

# This strategy uses + to append everything together, but you have to
# convert your numbers to strings using the str() function
print("You, " + name + " are " + str(age) + " years old.")

# This strategy uses "print formatting" to precisely specify how many
# spaces each item should take up in a line, but it's slightly more
# complex at first
print("You, {0:1s}, are {1:d} years old.".format(name, age))
```

GETTING STARTED

1. Consider writing a simple *string* and *numeric* input and printing out the first line of your story before digging too far into the project. Make sure you can print the string and number in one line of your story. Once you've accomplished that, you can proceed with the rest of the story.

SAMPLE INTERACTION

```
Everybody loves STORY TIME!

Give me some information and I'll tell you a story.

Enter a person's name: Joe
Enter a number: 34
Enter another number: 2
Enter an occupation ("dentist", "teacher", "truck driver", etc): construction worker
Enter an animal that you'd have as a pet: lizard
Enter a sad thing that happened in the past ("my fish died", "my boyfriend broke up with
me", "I got food poisoning", etc.): my dog was sad

Thanks! Here's a story for you!

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One day, Joe, a construction worker, was on his way to work.
'You know,' he said, 'I really enjoy being a construction worker,
but I sure wish I made more than 34.0 dolllars an hour.
It isn't easy, feeding my 130-pound lizard on that kind of money.'

'The worst part is, just last week my dog was sad!
But the very next day I won the lottery: I got 68.0 dollars!
Not bad, eh?! Life is pretty good when you think about it!'

THE END
```