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Assessment

Silly Stories

1) What is Piperbot doing in the story?
    a) Going to school
    b) Exploring the ocean
    c) Playing with other robots
    d) Hanging out with a Martian Mouse

2) What are the blanks in the story meant to be filled with?
    a) Numbers
    b) Colors
    c) Words that describe a person, place, or thing
    d) Symbols

3) Why do we use the "create text with" block in the coding steps?
    a) To print numbers
    b) To create lines of text with variable parts
    c) To add images to the story
    d) To start the simulation

4) After creating and adding the variables for "animal," "food," and "place," what should you do next?
    a) Add a clear console block and a wait block
    b) Duplicate the ask blocks
    c) Add images to the simulation
    d) Test the simulation with different variables

5) What is the "ask" block's purpose in the simulation code?
    a) To prompt the user to enter information
    b) To store the user's answers
    c) To display the simulation results
    d) To start the simulation process

6) How could you modify the simulation to include a different type of story, such as an adventure or mystery? Describe one or two changes you would make to the code or story to fit this new type of narrative.

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7) In what other real-world scenarios could this type of simulation be useful? Give an example and explain how you would apply it..

8) In the Python code provided, the story prints out using a series of print statements. Imagine you want to add one more sentence to the story that describes what Piperbot is doing. How would you modify the code to include this new sentence? Write your version of the code, including the new sentence.

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Answer Key

Silly Stories

1) D - Hanging out with a Martian Mouse

2) C - Words that describe a person, place, or thing

3) B - To create lines of text with variable parts

4) A - Add a clear console block and a wait block

5) A - To prompt the user to enter information

6) *Example:* Students might suggest modifying the story template to include different scenarios, such as an adventure where Piperbot explores new places or solves puzzles. They could change the variables to include new categories like "adventure action" or "mystery clue" and adjust the prompts in the "ask" blocks accordingly. For instance, changing the questions to ask for an adventure activity or mystery clue would fit the new narrative.

7) *Example:* This type of simulation could be helpful in educational settings where students create interactive stories or quizzes based on their lessons. For example, a teacher could use a similar simulation to create a quiz where students fill in the blanks of historical events or scientific facts, making learning more engaging and interactive. Another application could be in entertainment or marketing, where companies create interactive ads or games to engage their audience.

8) *Example:* To add a new sentence that describes what Piperbot is doing, you could add another `print` statement to the code. For example, if you want to include a sentence that says, "Piperbot is having a great time," you would modify the code as follows:

```
## ---- Imports ---- ##
from piper_blockly import *
import time

## ---- Definitions ---- ##
place = None
food = None
animal = None

## ---- Code ---- ##
place = input('Type in a place' + ' :?')
food = input('Type in the name of a food' + ' :?')
animal = input('Type in the name of an animal' + ' :?')
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```
consoleClear()
time.sleep(1)
print(''.join([str(x) for x in ['Piperbot is hanging out with a ', animal,
'.']]))
print(''.join([str(x2) for x2 in ['He is eating ', food, '.']]))
print(''.join([str(x3) for x3 in ["Today, they're going to the ", place,
'.']]))
print(''.join([str(x4) for x4 in ["Piperbot is having a great time."]]))
```

Explanation:
This modified code adds a new sentence at the end of the output to complete the story with additional details about Piperbot's experience.