

## Code Block Practice

Build a program that does the following. Call your program `codedrill01.py`.

Build a program that does the following. Call your program `codedrill01.py`.

- Asks the user to input a one-digit number, assigns the value to the variable `number`,

Build a program that does the following. Call your program `codedrill01.py`.

- Asks the user to input a one-digit number, assigns the value to the variable `number`,
- doubles the value of `number`,

Build a program that does the following. Call your program `codedrill01.py`.

- Asks the user to input a one-digit number, assigns the value to the variable `number`,
- doubles the value of `number`,
- then prints a sentence which tells the user what twice their number is.

## Code Block Practice

Now we'll check how large the result has become after doubling.

Now we'll check how large the result has become after doubling.

- Write an `if` statement that checks whether the result is still one digit.

Now we'll check how large the result has become after doubling.

- Write an `if` statement that checks whether the result is still one digit.
- If the condition is met, print `which is still a one-digit number.`

Now we'll check how large the result has become after doubling.

- Write an `if` statement that checks whether the result is still one digit.
- If the condition is met, print `which is still a one-digit number.`
- Now write an `else` statement that prints a suitable remark in the other case.



## Code Block Practice

Now we'll work on `codedrill02.py`.

Now we'll work on `codedrill02.py`.

- Choose a random number from 20 to 59.

Now we'll work on `codedrill102.py`.

- Choose a random number from 20 to 59.
- Ask the user to input a three-digit number, assign the value to the variable `digit`,

Now we'll work on `codedrill02.py`.

- Choose a random number from 20 to 59.
- Ask the user to input a three-digit number, assign the value to the variable `digit`,
- Compute the product of these numbers, naming the result `product`.

Now we'll work on `codedrill02.py`.

- Choose a random number from 20 to 59.
- Ask the user to input a three-digit number, assign the value to the variable `digit`,
- Compute the product of these numbers, naming the result `product`.
- Print a sentence giving each of the two numbers and their product.

We should have time for `codedrill103.py`.

We should have time for `codedrill103.py`.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,

We should have time for `codedrill103.py`.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,
- Check whether a 2 was entered, and if so print `I chose 2 also!`



We should have time for `codedrill103.py`.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,
- Check whether a 2 was entered, and if so print `I chose 2 also!`
- Otherwise see if a 4 or 5 was entered, and if so print `** is a bit large.`

We should have time for `codedrill103.py`.

- Ask the user to input a 1, 2, 3, 4, or 5, assign the value to the variable `digit`,
- Check whether a 2 was entered, and if so print `I chose 2 also!`
- Otherwise see if a 4 or 5 was entered, and if so print `** is a bit large.`
- Else print `I like 2 better than **`