

We're going to use a programme called Thonny, a package called random, and some arrays and random choices to generate some festive elf names! First, make sure you're connected to the internet, then open Thonny, and lets go!



1. First we need to import a package called random. We'll use this later in the code to pick random items from a list.

```
1 import random
```

2. Then we're going to display a welcome message to whoever runs our programme. In Python, we use the command **print** to display a line in the shell, the part of the screen where we interact with our live code.

```
3 #Print a welcome message
4 print("Welcome to the Elf Name Generator!")
5 print("Let's create some magical elf names.")
```

3. We want to ask the user 2 questions, and store their answers:

- a. First we create a variable e.g. **favourite_colour =**
- b. Then we use input to ask a question e.g. **input("What is your favourite colour?")**
- c. We use a method **.capitalise()** to make sure the answer gets a capital first letter

```
7 # Ask for user input
8 favourite_colour = input("What is your favorite colour? ").capitalize()
9 favourite_season = input("What is your favorite season? ").capitalize()
```

4. Now we're going to make 2 **arrays**. An array is a special variable that holds a list of items we choose. In this case, we're going to store a collection of different words. In coding we call a collection of letters or words a **string**.

```
11 # Lists of elf elements
12 adjectives = ["Sparkling", "Mystical", "Enchanting", "Whimsical", "Luminous"]
13 nouns = ["Moon", "Star", "Leaf", "Breeze", "Crystal"]
```

- Now we're going to use something called an f-string to join the 2 answers from the questions we asked, to 2 random words from our arrays, and we're going to store this in the variable **elf_name**.

```
15 # Generate Elf Name
16 elf_name = f"{favourite_colour} {favourite_season} {random.choice(adjectives)} {random.choice(nouns)}"
```

- And at last, we're going to print out a message, and our `elf_name` variable as a message to our user.

```
18 # Display the Elf Name
19 print("Your magical elf name is:", elf_name)
```

- Now hit the green button to test your code, and type your responses to the questions in the shell.

```
Shell x
>>> %Run -c $EDITOR_CONTENT

Welcome to the Elf Name Generator!
Let's create some magical elf names.
What is your favorite colour? blue
What is your favorite season? winter
Your magical elf name is: Blue Winter Enchanting Breeze

>>>
```

Congratulations!! You've done it!! You've coded a python programme which imports other packages, and you've used variables, inputs, arrays and a random choice to generate a random elf name! Why don't you try tweaking your programme to see what happens:

- Create new questions or change the existing questions
- Add new values to the arrays, or make new arrays
- Change the message you display at the beginning or end of your program

