Lesson 6: User Inputs and Strings

Adapted from Code.org curriculum

Students will be able to

- Identify strings as a unique data type which contains a sequence of ASCII characters.
- Describe characteristics of the string data type.
- Accept string input in a program.
- Manipulate user-generated string input to generate dynamic output.

Getting Started

ॐ Complete the "Activity Guide – Mad Libs"

ॐ The app should be a "how-to" Mad Libs (e.g., "How to take care of your pet ostrich"). Afterwards, you list steps with key components left open for user input. This is primarily to help students quickly conceive of ideas.

ॐ There should be at least 3 steps in their instructions.

ॐ Their app should accept at least 3 pieces of user input.

ॐ Must complete before returning to Code Studio

Wrap-up

❧ We will share our completed apps with each other