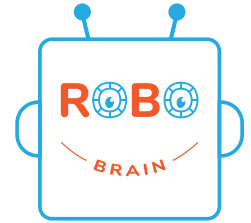


Homework – Task 1



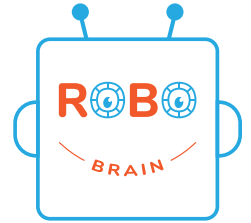
- Revisit the ghost train ride problem from last week.
- In this task, you decided to try the Ghost Train in the Funfair by the beach. There is a sign saying that



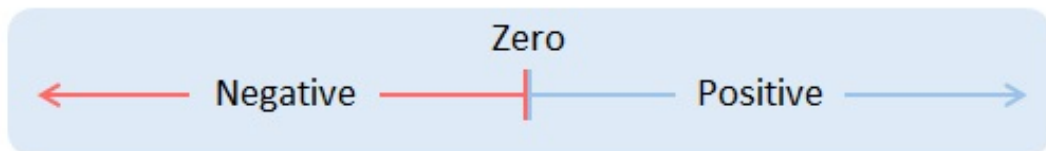
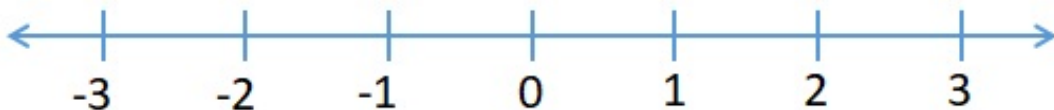
You can get on the ride if you are over 16 years old or you are taller than 120cm and accompanied by a paying adult.

- Create the following variables: `age`, `height`, `by_parent` and `can_ride`.
 - Ask the user the `age` by `input()` function.
 - Ask the user the `height` by `input()` function.
 - Ask the user whether s/he has been with a `parent` by `input()` function.
 - Define how `can_ride` is related with `age`, `height` and `by_parent`.
- If a person is allowed on the ride, print out "Welcome to the ride".
- If a person is not allowed on the ride, print out "Sorry, maybe next time".

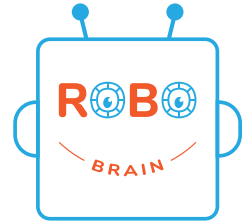
Task 2



- Positive, Zero or Negative?
- You ask for a number from the user (input function).
 - If the number is positive, then output "Positive number.";
 - if the number is zero, then output "It's a zero."
 - if the number is negative, then output "Negative number."
- You need to input the following numbers to test your problem.
 - 9
 - 0.0
 - 10000.45
 - -6
 - -9.3
 - 0



Task 3



- In rock-paper-scissors game, the choices of players A and B are stored in variables choiceA and choiceB.
- Input the two choices from the keyboard (R, P, S).
- Write an if/elif sequence that prints out "A won", "B won" or "Game tied".

