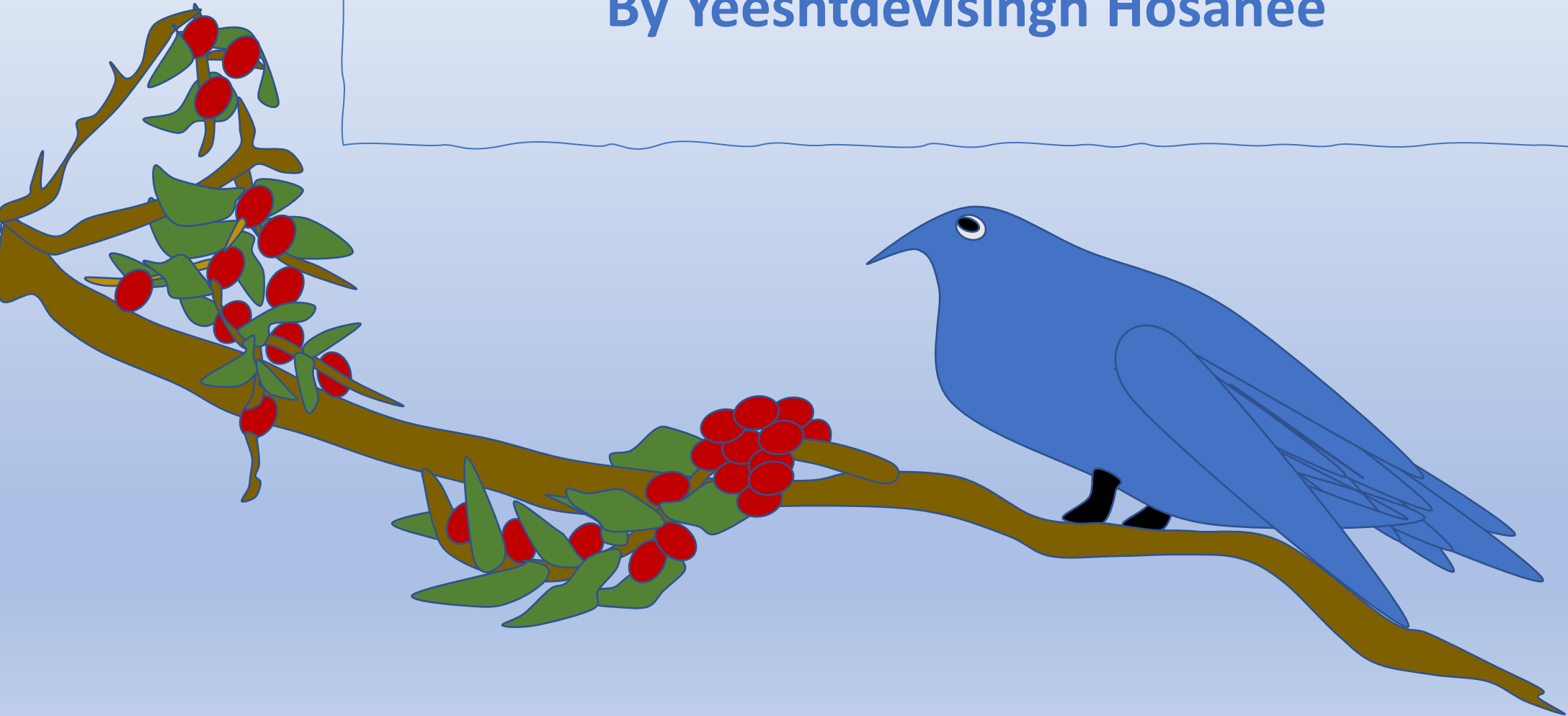


Kids Programming: The bird in Python (4+ years old)

By Yeeshtdevisingh Hosanee

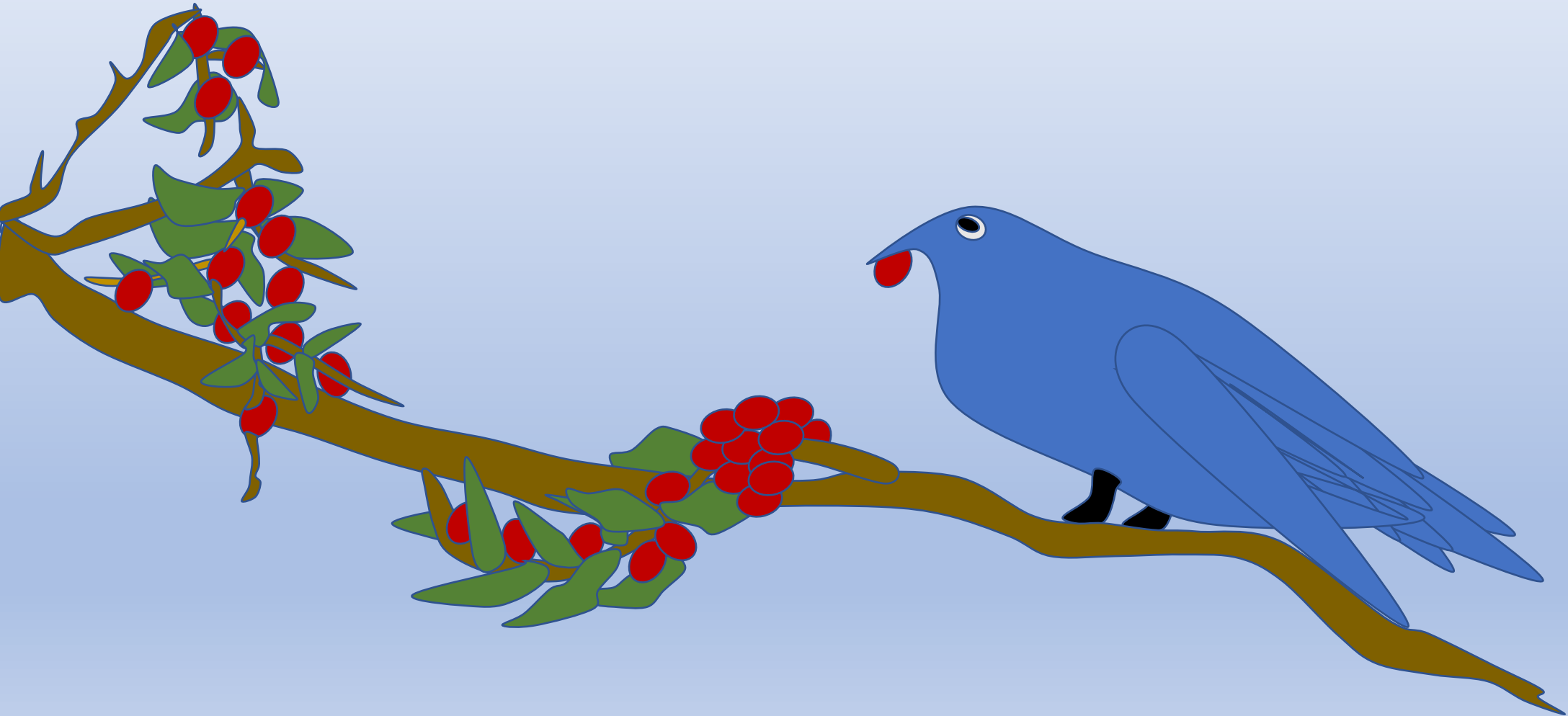


1

A cherry is a fruit. A bird is eating cherry.

- “birdeating” is a variable name given to a program.
- “birdeating” variable holds the value “cherry”.
- In python, the value are in between double quotes (“ ”).
- You can connect on <https://mycoding.fun/> or any other online Python Editor to practice the codes

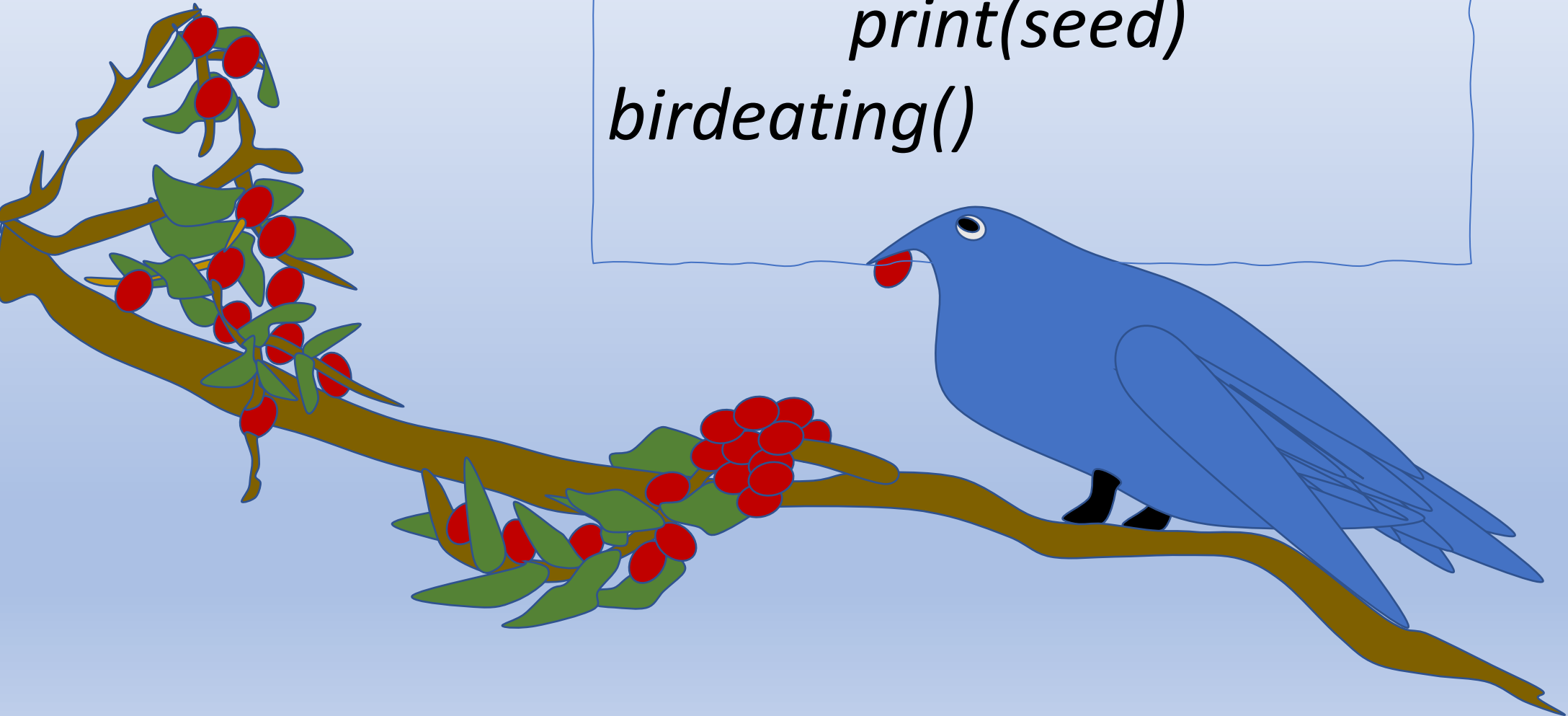
```
birdeating="cherry"  
print(birdeating)
```



Eating is an action. Hence in programming, an action is a function.

- *The previous code can be converted into a function to denote its action.*
- *def birdeating(): -> define the name of the function.*
- *variable "seed" holds the value "cherry".*
- *print(seed) -> print the value of variable seed on the screen.*
- *Call the function "birdeating()" .*

```
def birdeating():  
    seed="cherry"  
    print(seed)  
birdeating()
```



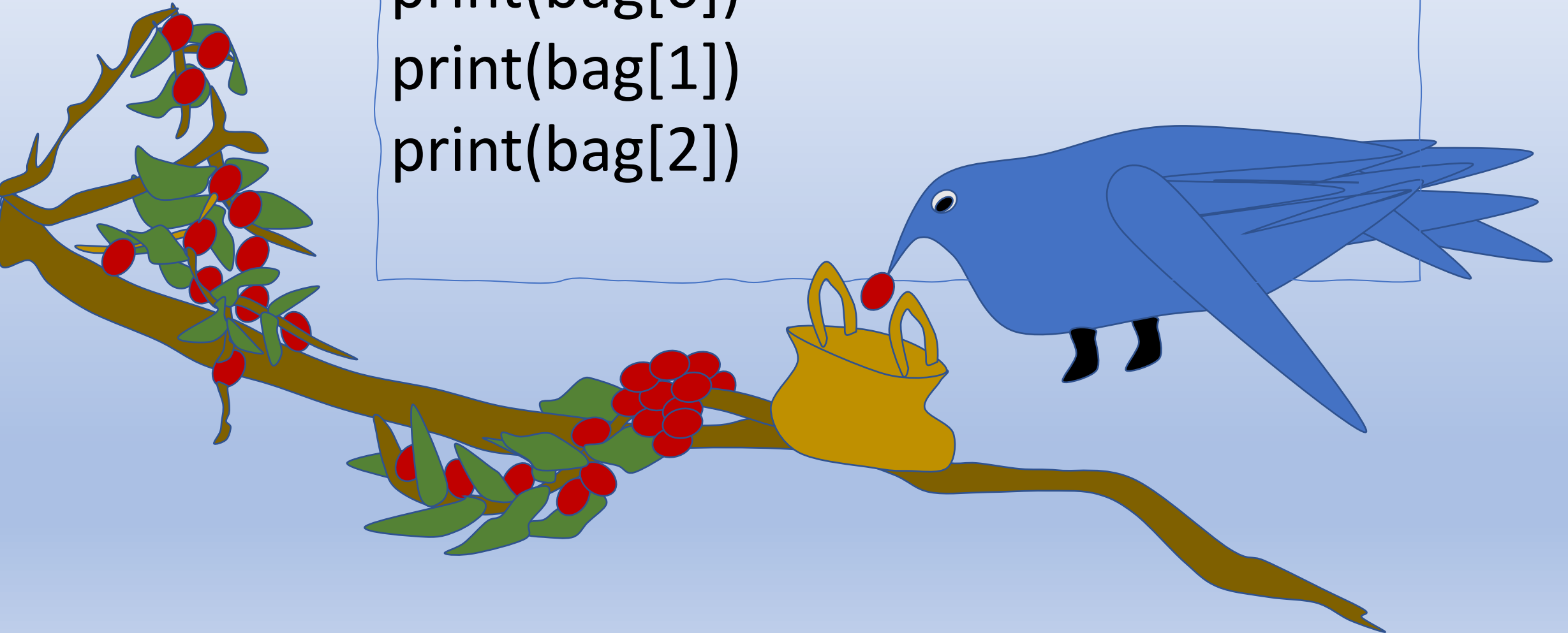
3

The bird now wants to add three cherries in a bag.

- `bag=["cherry1","cherry2","cherry3"]` -> add three cherries in a bag. Every cherry takes one space location in the bag.
- Print each cherry value on the screen.
- `print(bag[0])` -> gives value cherry1.
- `print(bag[1])` -> gives value cherry2.
- `print(bag[2])` -> gives value cherry3.

To note in programming, the space location starts with the value 0 for cherry1.

```
bag=["cherry1","cherry2","cherry3"]  
print(bag[0])  
print(bag[1])  
print(bag[2])
```

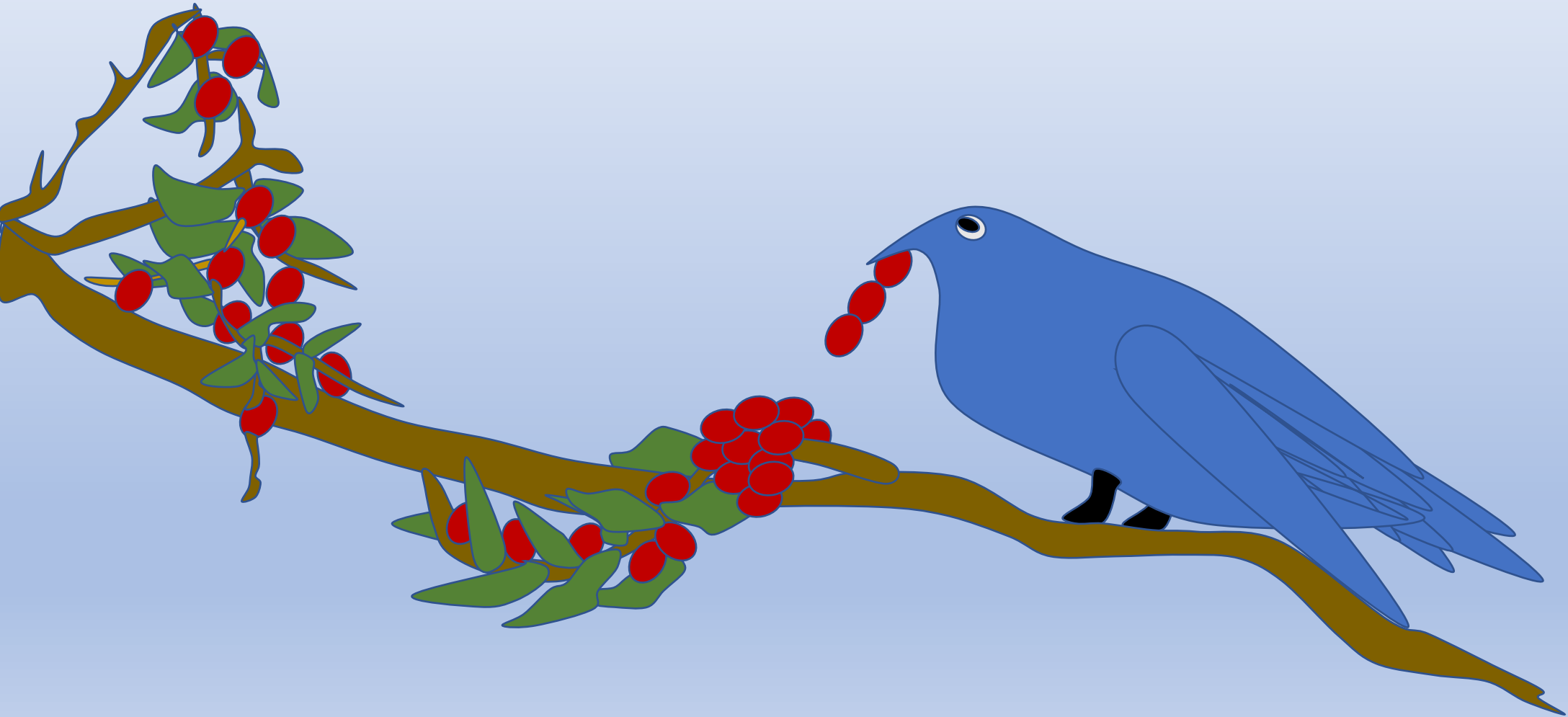


4

The bird now wants to eat three cherries in a row.

- The concept “loops” can be used to perform this action.
- `for i in range(3):` -> indicate the program that three repeated actions will take place.
- `birdeating="cherry"` -> birdeating variable holds the value “cherry”.
- `print(birdeating)` -> print the value of birdeating variable.


```
for i in range(3):  
    birdeating="cherry"  
    print(birdeating)
```



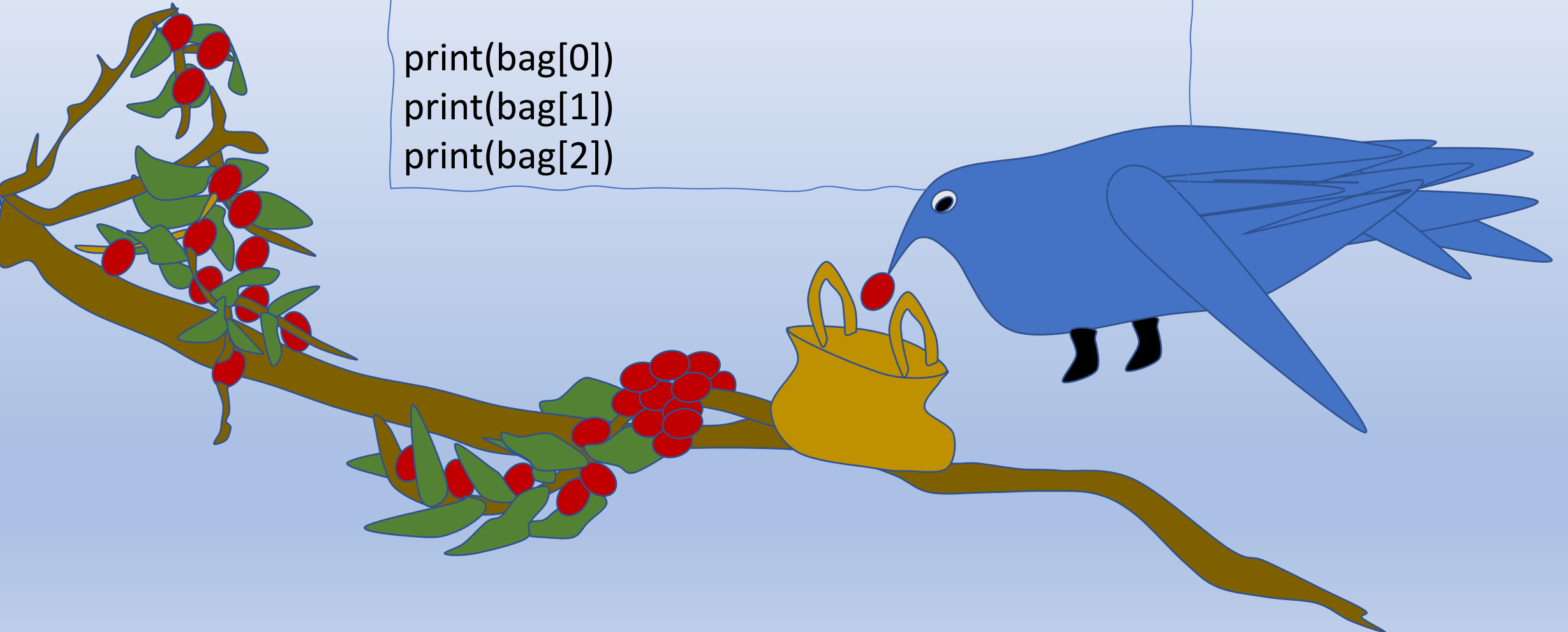
5

To place three cherries in a row in the bag, we can merge two concepts together. The array in Example 3 and the loops concept in Example 4.

- `bag=[]` -> the bag is empty at the start of the program. `[]` denotes empty array.
- `for i in range(3):` -> three actions in a row will happen.
- `bag.append("cherry")` -> add a cherry each time an action happens. "append" is a word to add the "cherry".
- Print all the cherries from the bag space.
- ✓ `print(bag[0])`
- ✓ `print(bag[1])`
- ✓ `print(bag[2])`

```
bag=[]  
for i in range(3):  
    bag.append("cherry")
```

```
print(bag[0])  
print(bag[1])  
print(bag[2])
```

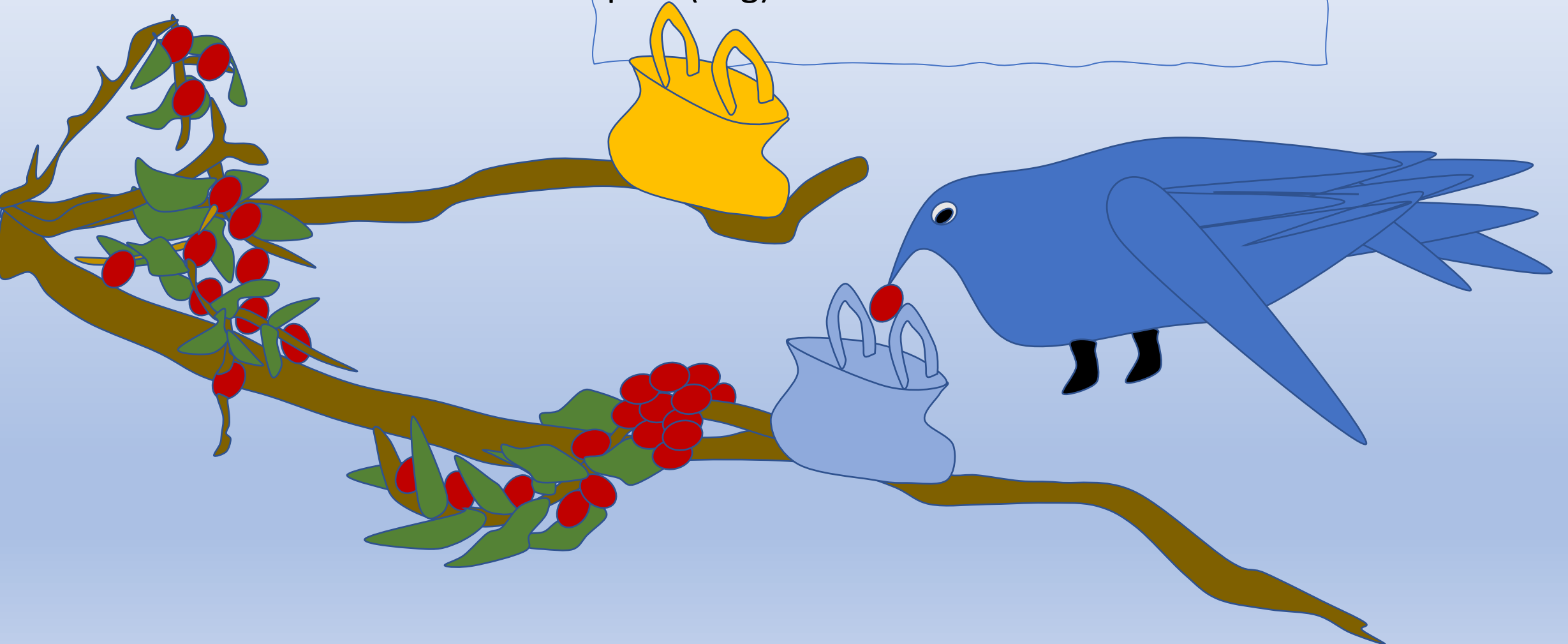


6

Suppose the blue bird has the choice to drop the cherry in either a yellow or blue bag. If the bird is of color blue, it will drop the cherry only in the blue bag.

- `bird="blue"` -> As the bird is blue, the `[bird]` variable holds the value `[blue]`.
- `if bird=="blue":` -> if the `[bird]` variable holds the value `[blue]`, only if then the next line will be executed by the program.
- `bag="cherry"` -> if `[bird]` is blue, then `[bag]` variables will hold the value `[cherry]`.
- `print(bag)` -> print the value of variable `[bluebag]` on screen.

```
bird="blue"  
if bird=="blue":  
    bag="cherry"  
print(bag)
```

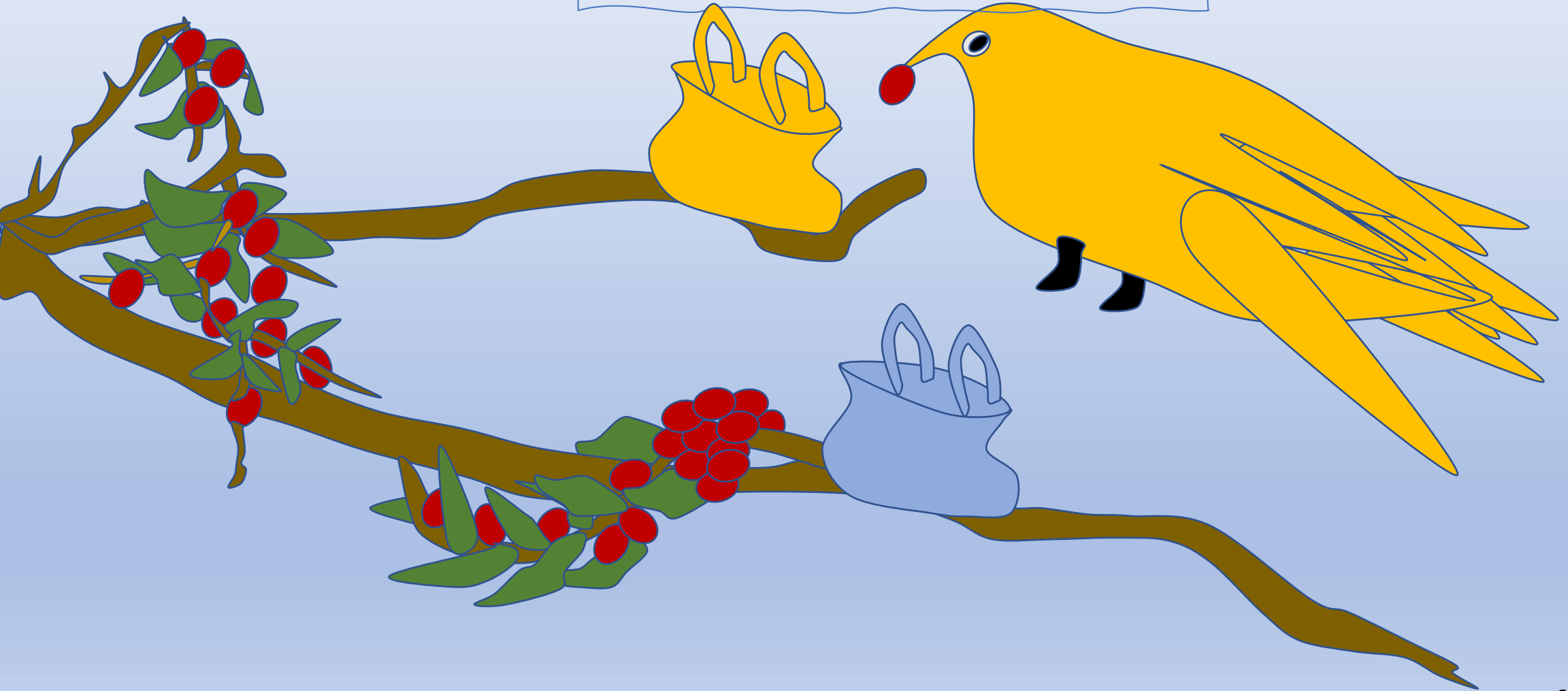


7

Suppose the yellow bird has the choice to drop the cherry in either a yellow or blue bag. If the bird is of color yellow, it will drop the cherry in the yellow bag only.

- `bird="yellow"` -> As the bird is yellow, the `[bird]` variable holds the value `[yellow]`.
- `if bird=="yellow":` -> if the `[bird]` variable holds the value `[yellow]`, then the next line will be executed by the program.
- `bag="cherry"` -> if `[bird]` is yellow, then `[bag]` variable will hold the value `[cherry]`.
- `print(bluebag)` -> print the value of variable `[bag]` on screen.

```
bird="yellow"  
if bird=="yellow":  
    bag="cherry"  
print(bag)
```



Thank You

The author Yeeshtdevisingh Hosanee is from Mauritius. She learnt programming since the age of 17 years old. She has been teaching programming to different age group in her career. This book was written with the aim to make programming easy and accessible to children. Parents can read the stories of the bird and share them with their kids.

