

Python Project 4

INSTRUCTIONS:

1. Create a Python program. Save As: **menu.py**
2. Include the necessary Program Header and use descriptive comments.
3. Write a program that does the following:
 - a. Print a welcoming message (Welcome to the Shinjuku Nature Center).
 - b. Make a variable called choice, initialize it to an empty string.
choice = ""
 - c. Set up a while loop that runs until the choice is (q for quit).
 - d. Create print statement for the following menu items:

Choice	
1	Bicycle Ride
2	Run
3	Hiking
q	Quit

e. Prompt the user to enter a choice.

f. Respond to the user's choice based on the following:

- If choice is 1, print a message (Here's a bicycle, have fun.)
- If choice is 2, print a message (Here's some running shoes, have a nice run.)
- If choice is 3, print a message (Here's a map, hike with a friend.)
- If choice is q, print a message (Some sort of quitting message)
- Otherwise, print a message (Some sort of error message.)

g. Outside the loop, print a message (Thanks again, bye for now)