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Exercises for Programmers

57 Challenges to Develop Your Coding Skills

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The
Pragmatic
Programmers

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57 Challenges to
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Edited by Susannah Davidson Pfalzer

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Mad libs are a simple game where you create a story template with blanks for words. You, or another player, then construct a list of words and place them into the story, creating an often silly or funny story as a result.

Create a simple mad-lib program that prompts for a noun, a verb, an adverb, and an adjective and injects those into a story that you create.

Example Output

```
Enter a noun: dog
Enter a verb: walk
Enter an adjective: blue
Enter an adverb: quickly
Do you walk your blue dog quickly? That's hilarious!
```

Constraints

- Use a single output statement for this program.
- If your language supports string interpolation or string substitution, use it to build up the output.

Challenges

- Add more inputs to the program to expand the story.
- Implement a branching story, where the answers to questions determine how the story is constructed. You'll explore this concept more in the problems in [Chapter 4, Making Decisions, on page ?](#).