

## Lab #3:

*\* don't worry about testing for errors on input for now - assume your user is cooperating*  
*\*\* in a real program you would certainly add error-checking routines but this is just practice*  
*\*\*\* feel free to add any checks though if you like*

### A. Books

Write a program called that accepts a title from the user, then calls a function to print a message such as "One of your favorite books is Wicked".

### B. Square

Write a program that calls a function to calculate the square of a number.  
Print the result within the function.

### C. Highest of Two

Write a program that accepts 2 numbers from the user, then call a function that returns the highest value. The printing should take place outside of the function this time.

*\* Be sure this works no matter what order the numbers are in.*

### D. Birthday

Write program that asks the user for the number of their birthday month.  
Include a function that will return the text expression for that month or an error message if the number is not between 1 and 12  
print the returned text in a message to the user

### E. Mixed-Up List

Create a list of at least 5 items - be sure they are not in alphabetical or numerical order -  
- Create a function to loop through and print them out.  
- Sort the list permanently  
- Call the same function to print the list again