

Hello world code

This uses a different way to handle printing **variables**

You can do this multiple ways:

Double quotes work fine and you can leave out the f

```
10 # Put code to run under here
11 print("Hello")
12
```

```
10 # Put code to run under here
11 print(f'Hello')
12
```

Without the f you can use a comma to include variables in print lines

```
10 # Put code to run under here
11 print("Hello", world)
12
```

```
10 # Put code to run under here
11 print(f'Hello {world}')
12
```

Hello world code

The alternative approach works just fine doing this:

```
10 # Put code to run under here
11 print("Hello", world)
12 print("Welcome to", python)
13 print(python, "is good at maths")
14 print(1111111111 * 1111111111)
15 |
```

It's totally up to you which way you do this. I prefer not to use the f, but it's up to you

Hello world code

```
2 from datetime import datetime
3 from random import randint
4
5 # variables
6 world = '🌍🌍🌍'
7 python = 'Python 🐍'
8 fire = '🔥'
9
10 # Function definitions
11 def roll_dice():
12     print("You rolled a", randint(1, 6))
13 # Put code to run under here
14 print("Hello", world)
15 print("Welcome to", python)
16 print(python, "is good at maths")
17 print(1111111111 * 1111111111)
18 print("The date and time is", datetime.now())
19 roll_dice()
```

This is most of
the code not
using the f

Hello world code

There are two ways of dealing with turning the input into an integer. Both work fine

I prefer the second method as it deals with the number straight away so you don't forget

```
10 # Function definitions
11 v def roll_dice():
12     max = input("How many sides?")
13     print("That is a D", max)
14     roll = randint(1, int(max))
15     print("You rolled a", roll, fire * roll)
16
```

```
10 # Function definitions
11 v def roll_dice():
12     max = int(input("How many sides?"))
13     print("That is a D", max)
14     roll = randint(1, max)
15     print("You rolled a", roll, fire * roll)
16
```

Hello world code

Set of emojis to copy and paste:

<https://tools.picsart.com/text/emojis/>

Hello world code

Moving on:

Or use the link here:

There are some ways you can explore

> [Online projects part 1](#)

It will make things a lot easier if you

You've completed the project 🎉



We'd love to hear your thoughts about using the Code editor to complete the Hello World project!

➔ Please complete our [feedback form](#) to let us know.

What next?

If you are following the [Introduction to Python](#) pathway, you can move on to the [Target practice](#) project. In this project, you will draw a target then make an archery game where the player shoots arrows to score points.