Predicting Code Behavior (10 points)

Name(s) and NetId(s):

For these problems, you should try to figure out the answers **without** writing the code and running the program. Try to figure out what the programs do just by studying the code and remembering the material that we covered in class.

1. Consider the following program in Python:

```python
1 fav_num = input("What is your favority number? ")
2
3 print("Cool, I like ", fav_num, " as well.")
4 print("I also like twice that value:", 2 * fav_num)
```

   What will this program print when the user enters **15** in response to the prompt?

2. Consider the following program in Python:

```python
1 a = 5
2 b = 10
3 c = 25
4
5 if a + b == c:
6     print ("pink elephant")
7 elif a + b < c :
8     print ("aligator")
9 else:
10     print ("confused monkey")
```

   What will this program print when we run it?

3. Use the program from problem 2. What values of **a**, **b** and **c** would change the output of the program to "confused monkey"?