Child simulator

```python
# irritating child simulator
import time

while True:
    # child asks a question
    print("[            ]? ")

    # you answer the question
    answer = input()

    #if the answer is what they want....
    if answer == [        ]:

        [                                ]

        # jump out of the while loop
        break


    # or if the answer upsets them....
    elif answer ==   "s[     ]" :

        print("[       ]")

    # anything else ....
    else:
        print("I'm not happy")


    # pause a little bit before asking again
    time.sleep(1)
```

Extensions

If you give it what it wants, make it then go on to demand something else (by making a new **while True** loop

You could make the child's demand come from a list of questions , and randomly pick one for it to ask (like in the previous task)

Make a variable to count how many times it asks the question, and print that after the while loop.