Solution for 1.5 Kitty (Answer = SYLVESTER)

The instructions from the cats in the story text represents a **LOLCODE** routine. It is equivalent to the following psuedocode:

```
<start of code>

include standard input/output module

declare variable KITTEH

PUZZLE-BEGIN:

  read line from STDIN and assign to NAME

  assign the value of NAME[KITTEH] into the array location ANSWER[KITTEH]

  increment KITTEH

  if KITTEH = 9 then jump to PUZZLE-QUIT

PUZZLE-END:

  jump to PUZZLE-BEGIN

PUZZLE-QUIT:

print ANSWER

<end of code>
```

This routine prints an answer constructed from concatenating the nth letter of the nth cat's name. The cats are:

Table 1:

1. SNOWBALL from *The Simpsons*
2. PUSS IN BOOTS from *Shrek*
3. RUFUS from *The Rescuers*
4. GARFIELD from *Garfield*
5. BASTET from
6. CATBERT from *Dilbert*
7. MODIGLIANA from *The Ferals*
8. SCHRODINGER'S CAT
9. RUM TUM TUGGER from *Cats: The Musical*

Table 2:

1. STIMPY from *Ren & Stimpy*
2. HUMPHREY from 10 Downing Street
3. DUCHESS from *The Aristocats*
4. THE CAT from *Red Dwarf*
5. HELLO KITTY from
6. MR KITTY from *South Park*
7. HAPPY CAT (Arguably known as the first "lolcat")
8. BABY PUSS from *The Flintstones*
9. POLLY ESTHER from *Samurai Pizza Cats*

Taking the nth letters from these cats spells SUFFERING SUCCOTASH, a well-known catch phrase of the Warner Bros. cartoon cat **SYLVESTER**.