import random

'''

WHAT'S NEEDED:

1. set up containers [DONE]

2. randomize balls [DONE]

# of balls = colours\*(containers-1)

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3. have win condition

4. be able to move balls b/w containers

'''

class container:

def \_\_init\_\_(self, object, balls):

self.object = object

self.balls = balls

class ball:

def \_\_init\_\_(self, colour):

self.colour = colour

def colour(colours, containerNo): # creates random list of colours

bl = []

for i in colours:

for j in range(containerNo - 1):

bl.append(i)

random.shuffle(bl)

return bl

def containers(colours):

ct=[]

for i in colours:

aContainer=container (capacity, balls)

ct.append(aContainer)

return ct

def balls(colours): # creates balls using generated colours

bl = []

for i in colours:

aBall = ball(i)

bl.append(aBall)

return bl

def placement(containerNo, ballList): # place balls in containers [start of game]

ct = []

for i in range(containerNo):

balls = ballList[0:containerNo - 1]

contain = container(containerNo, balls)

del ballList[0:containerNo - 1]

ct.append(contain)

return ct

def main():

colours = ["red", "blue", "yellow", "green", "orange"]

containerNo = len(colours)

'''

# !!!TESTS!!!

colourList = colour(colours, containerNo)

print(colourList)

# print()# end colour test

ballList = balls(colourList)

#print(ballList)

# print()# end balls test

containers = placement(containerNo, ballList)

# print(containers, "\n")

for i in containers:

print("this container has balls with the colours: ")

for j in i.balls:

print(j.colour)

print()

'''

#print() # end placement test

main()