Day 24 Files Directories and Paths



Snake Game improvements

Keep track of high score

Letter writing app – Personalize part of a letter 

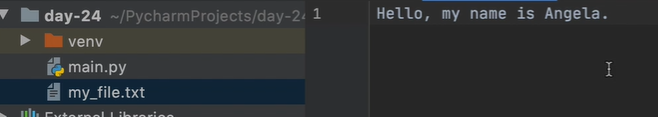
Add high score tracking to Snake Game

Write to a file

The open method

[https://docs.python.org/3/tutorial/inputoutput.html#reading-and-writing-files](https://docs.python.org/3/tutorial/inputoutput.html#reading-and-writing-files)

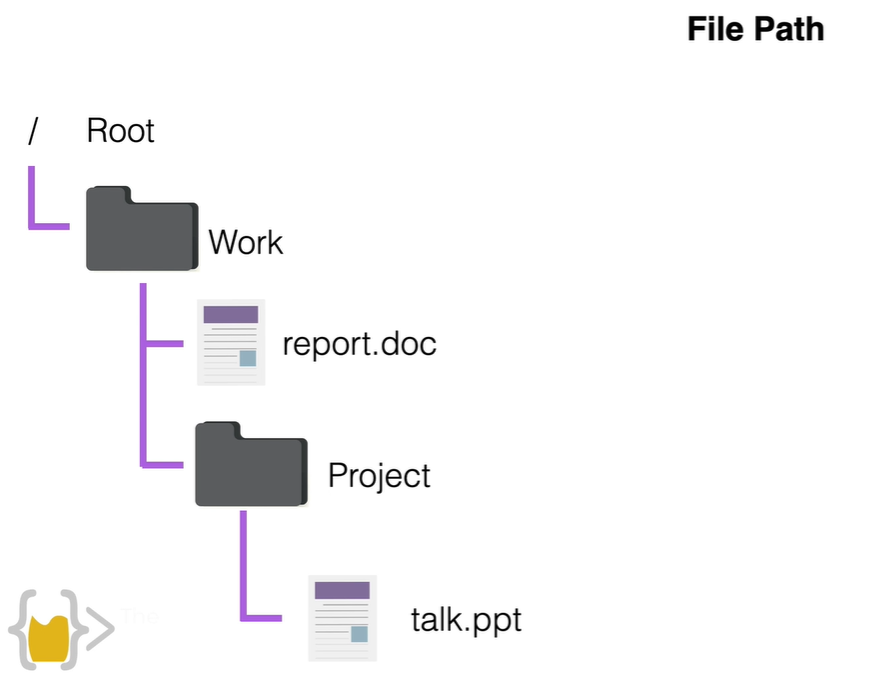


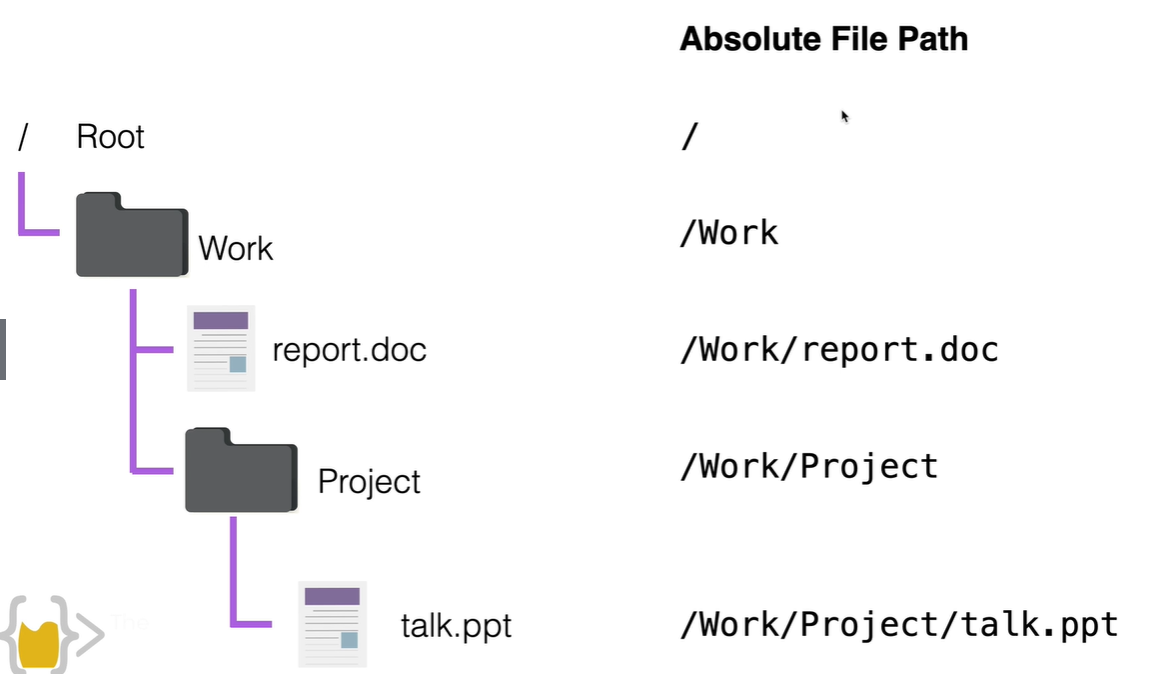


Tracking the high score of snake game in a file

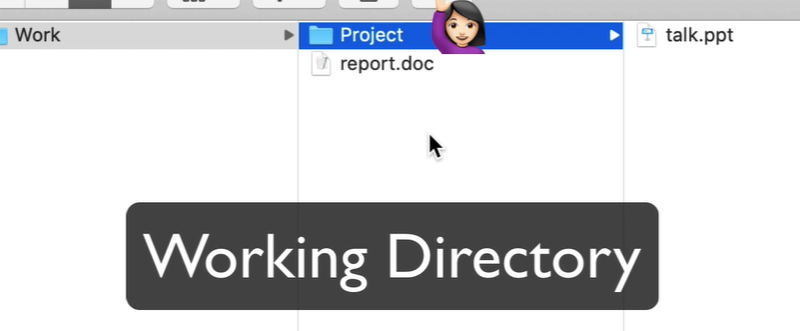
from turtle import Turtle  
ALIGNMENT = "center"  
FONT = ("Courier"**, 24,** "normal")  
  
  
class Scoreboard(Turtle):  
  
 def \_\_init\_\_(self):  
 super().\_\_init\_\_()  
 self.score = **0** #add high score attribute  
 # self.high\_score = 0  
 #change this to reading the file to get high score  
 #need to convert to an intiger  
 with open("data.txt") as data:  
 self.high\_score = int(data.read())  
 self.color("white")  
 self.penup()  
 self.goto(**0, 270**)  
 self.hideturtle()  
 self.update\_scoreboard()  
  
 def update\_scoreboard(self):  
 self.clear()  
 self.write(f"Score: {self.score} High Score: {self.high\_score}"**,** align=ALIGNMENT**,** font=FONT)  
 def reset(self):  
 if self.score > self.high\_score:  
 self.high\_score = self.score  
 with open("data.txt"**,**mode="w")as data:  
 #turn it back into a string  
 data.write(f"{self.high\_score}")  
 self.score = **0** self.update\_scoreboard()  
  
  
 def increase\_score(self):  
 self.score += **1** self.clear()  
 self.update\_scoreboard()

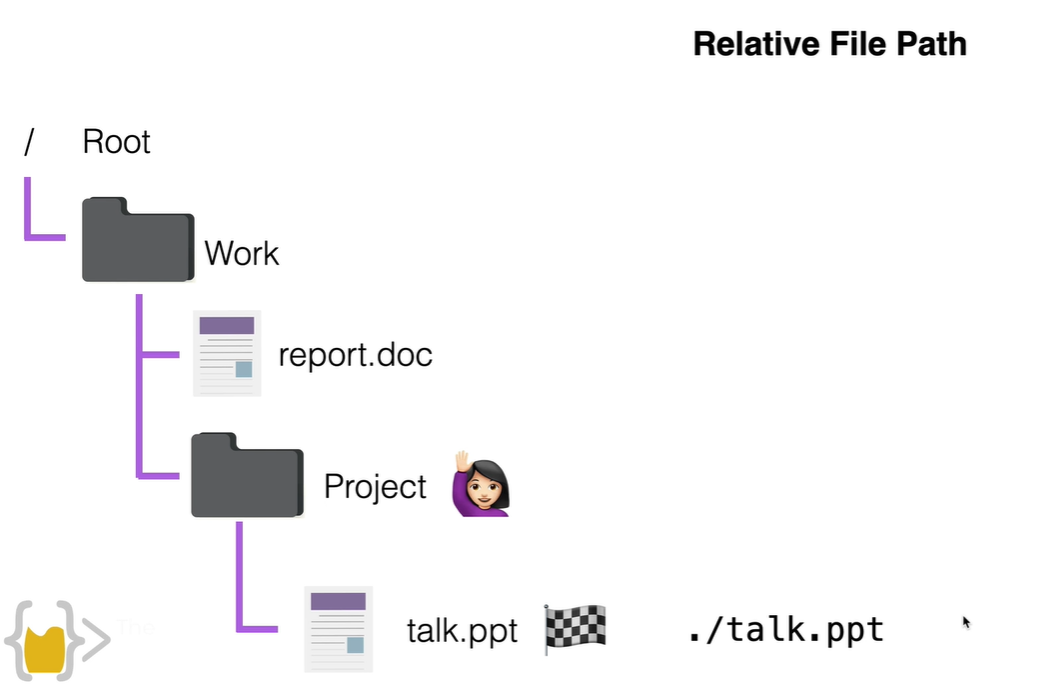
File Paths and directories



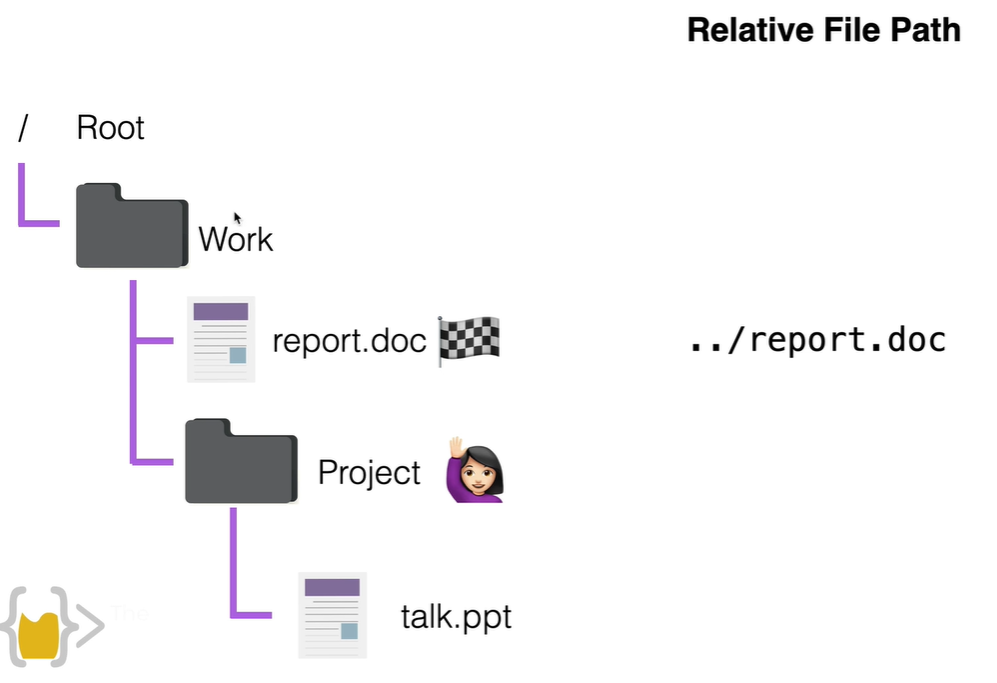
Windows root is C drive 

Relative file path – from the working directory

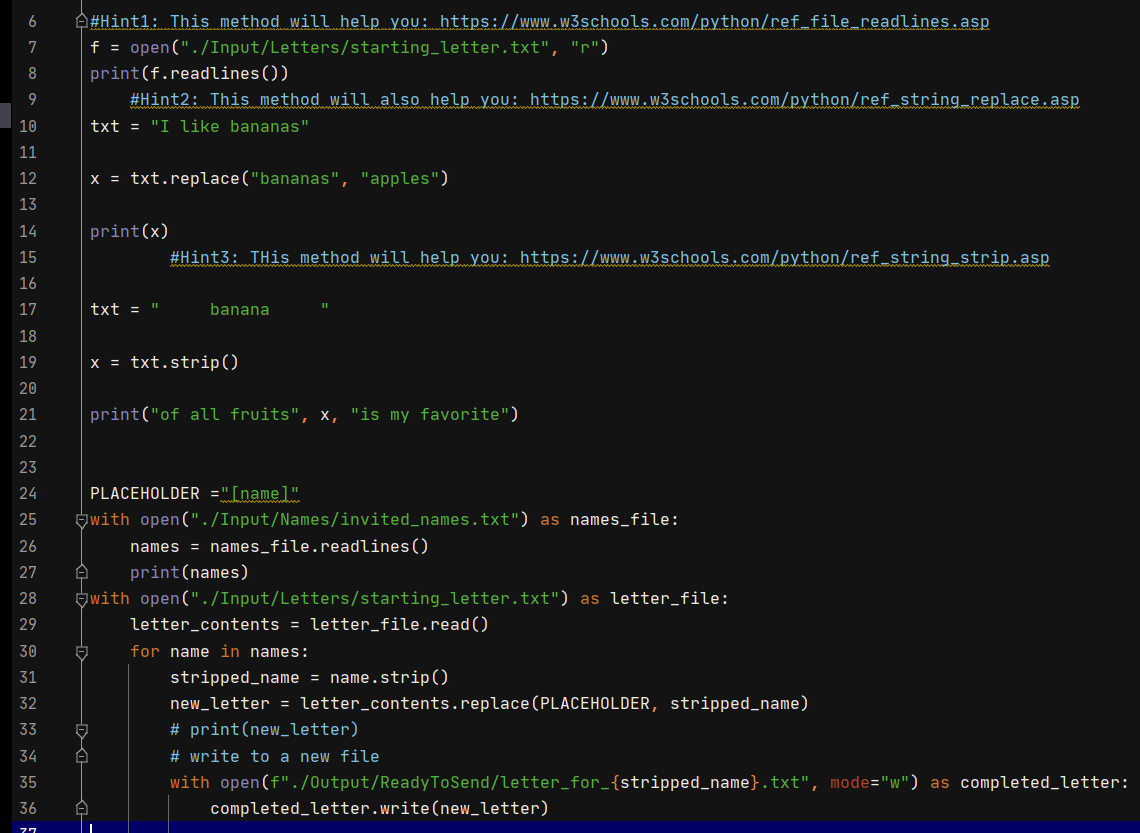




One step up in the relative file path ../







PLACEHOLDER ="[name]"  
with open("./Input/Names/invited\_names.txt") as names\_file:  
 names = names\_file.readlines()  
 print(names)  
with open("./Input/Letters/starting\_letter.txt") as letter\_file:  
 letter\_contents = letter\_file.read()  
 for name in names:  
 stripped\_name = name.strip()  
 new\_letter = letter\_contents.replace(PLACEHOLDER**,** stripped\_name)  
 # print(new\_letter)  
 # write to a new file  
 with open(f"./Output/ReadyToSend/letter\_for\_{stripped\_name}.txt"**,** mode="w") as completed\_letter:  
 completed\_letter.write(new\_letter)