Project 1 : Snake, Water, Gun Game

We all have played snake, water, gun game in our childhood. If you haven't, google the rules of this game and write a python program capable of playing this game with the user.

Project 2 : The Perfect Guess

We are going to write a program that generates a random number and asks the user to guess it.

If player's guess is higher than the actual number, the program displays "Lower number please". Similarly if the user's guess is too low, the program prints "Higher numbe please".

When the user guesses the correct number, the program displays the number of guesses the player used to arrive at the number.

Hint : use the random module.

Project B : Student Library

Implement a student library system using oops where students can borrow a books from the list of books.

Create a seprate library and student class. Your program must be menu driven. You are free to choose methods and attributes of your choice to implement this functionality.