HiLo program design

Class director

Attributes

self.card = 0

self.guess\_user=""

self.is\_playing = True

self.score = 0

self.total\_score = 0

Methods

start\_game():

this method will keep the game running

self.get\_inputs()

self.do\_updates()

self.do\_outputs()

get\_inputs():

this method takes users answers

guess\_card = input user

self.guess\_user = guess\_card

do\_updates():

this method updates scores and cards values while the game is running

card=Card()

self.card=card.random\_card(self.guess\_user)

self.score += card.points

self.total\_score += self.score

do\_outputs():

this method displays the outputs and verify if the user wants to keep playing

value=self.card

if self.score > 0:

keep\_playing= input

if keep\_playing == "y":

self.is\_playing = True

else:

self.is\_playing = False

else:

self.is\_playing = False

Class card

Attributes

self.input\_user=””

self.current\_card=0

self.next\_card= 0

self.points=0

Methods

Random\_card(self,guess\_user)

Individual cards are represented as a number from 1 to 13.

Self.current\_card=random\_card()

Next\_card= Next(random\_card())

Self.input\_user=guess\_user