Chapter 1

print("Welcome to the gussing game")

g = input("Guess a number betwween 1 to 6 ")

guess = int(g)

if guess == 5:

print("Congrats you won!!!")

else:

print("Sorry, You loose. Try again..")

print("Game over. Thank you")

**Q. What does int(g) mean?**

A:It tells Python to interpret the user’s input as a number rather than a letter.

Within programming languages, the number 5 is different than the letter ‘5’.

**Q: So what if we’d left it out?**

A: The computer would have treated the input entered by the user of the program as a letter. If you ask the computer if a letter is equal to a number, it gets confused and tells you it isn’t.

**Q:Why’s that?**

A:Because if the computer thinks that two pieces of information are of different

“types,” it assumes that there’s no way they can be equal.

**→ Loops let you run the same piece of code over and over again.**

**Programming TOOLS**

\* programs are created from code statements:

commands do things.

Branches decide things.

Loops repeat things.

\* Conditionals help you decide if

somethings is True or False.

\* Assignment sets a name to a value.

\* A named value is stored in a “variable”.

**Python TOOLS**

\*if/else branches

\* while loops

\* = assignment operator

\* == equality operator

\* != inequality operator

\* > greater than operator

\* print() displays a message on the screen

\* input() gets and return user input

\* int() converts characters to numbers

\* randint() produces a random number