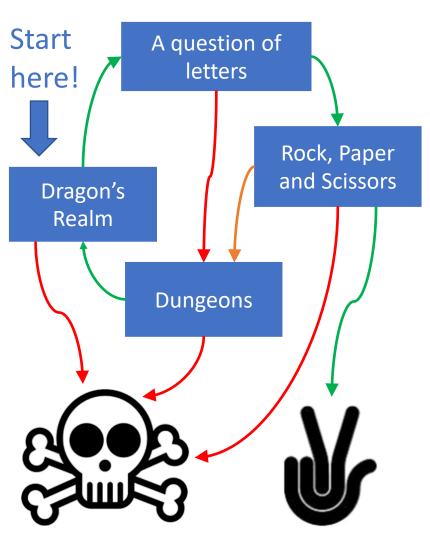
## First Tutorial Session Festival

Free pancakes for everyone!



**Dragon's Realm**: the program draws a random number in [0.0, 1.0]. Then, asks the user for a value. Whenever the two numbers differ less than 0.125 then the user succeeds. If the difference is smaller than 0.2, then there is a draw. Otherwise, the user loses.

When after K runs (K is an integer given as a parameter), the user's wins plus the draws represent more than K/2, the user pass to the next stage. Otherwise, the user loses.

A question of letters: the program prompts the user to input a letter, and then converts the letter to lowercase. After that, it draws two integer random numbers between ord('a') and ord('z') both included. The user succeeds if its letter is in between the two random numbers.

Whenever the user wins three in a row then he/she can pass to the next stage. Whenever the user loses three in a row then he/she goes to dungeons. Otherwise, the user keeps playing.

**Rock, Paper, Scissors**: you know it... Request the user for his go, drawing a random computer's go as well. Rock cracks the Scissors, Scissors cuts the Paper and Paper wraps the Rock!

After Z runs, the user wins when the number of wins is higher than the number of losses, winning or losing the game. If there is a draw, then the user goes to the dungeons.

**To get out of the dungeons**: throw two dice, if the numbers are even or the sum is even then you get out of the dungeons. Otherwise, you lose.



