

SIT102 Introduction to Programming

Credit Task 8.2: Writing Another Language

Overview

In this task you will use what you have learnt about procedural programming, and programming in general, to start writing code in another programming language. In this case you will re-implement the basics of the Guess that Number Game from the earlier Pass Task (3.1P) using the Python programming language.

The purpose of this task is to see that the concepts are all very similar, and a change in language is more about syntax than it is about anything else.

Submission Details

When you finish this task you need to upload all of your Python code along with a screenshot of the program running.

- Python 3 code for the Guess that Number Game
- The screenshot of your program outcome
- Short reflections on the differences between the C/C++ and Python versions of this program

Instructions

Use an online python tool (like <https://repl.it/languages/python3>) to implement the logic for the Guess that Number Game program in Python 3. The following shows some starter code for reading in texts and numbers, and generating a random number.

```
import random

def read_string(prompt):
    return input(prompt)

def read_integer(prompt):
    line = read_string(prompt)
    while not line.isdigit():
        print("Please enter a whole number")
        line = read_string(prompt)
    return int(line)

name = read_string("Enter name: ")
age = read_integer("Enter your age: ")

print("Hello ", name)
print("It's great to be ", age)

target = random.randrange(1,100)
print("My target is ", target)
```

Note that in python most things use `snake_case`.

The [Learn Python Programming Definitive Guide](#) is a good start for learning to program with Python.

When you finish the code, reflect upon this experience. What were the new things you needed to learn to get this working? How different is the Python code to the C/C++ code? How would you approach learning another language?