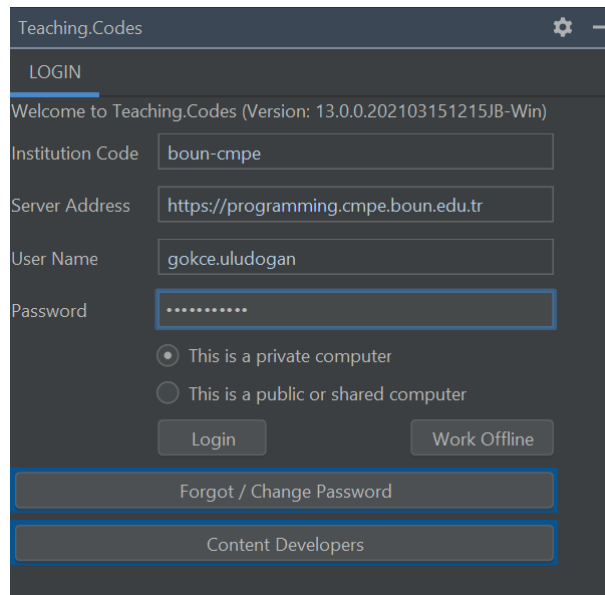


Teaching.Codes Project Guide

- Open Teaching.Codes plugin. Enter your user name/password and click **Login**.

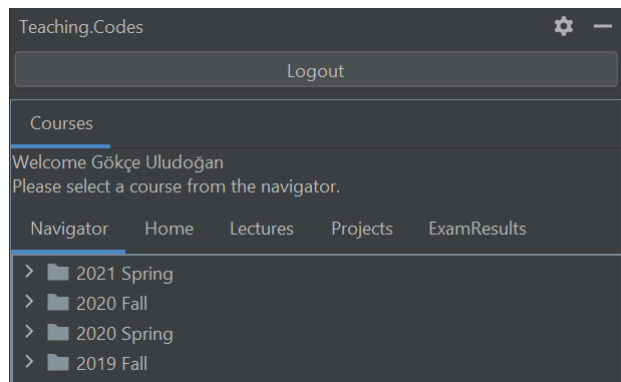


The image shows the 'Teaching.Codes' login window. It has a title bar with 'Teaching.Codes' and a settings icon. Below the title bar is a 'LOGIN' section. The main area contains the following fields and options:

- Welcome to Teaching.Codes (Version: 13.0.0.202103151215JB-Win)
- Institution Code:
- Server Address:
- User Name:
- Password:
- ☒ This is a private computer
- ☐ This is a public or shared computer
-
-
-
-

If you have login issues, send an email to the mail address of your section: cmpe150.mail@gmail.com for CMPE150.01 and cmpe150.mail2@gmail.com for CMPE150.02. Please include the error messages/screenshots.

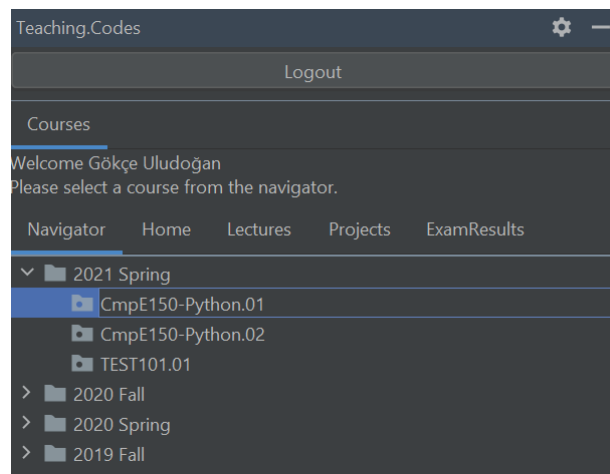
- If you have logged in successfully, you will see the **Navigator window**:



The image shows the 'Teaching.Codes' Navigator window. It has a title bar with 'Teaching.Codes' and a settings icon. Below the title bar is a 'Logout' button. The main area contains the following elements:

- Courses
- Welcome Gökçe Uludoğan
- Please select a course from the navigator.
- Navigator Home Lectures Projects ExamResults
- > 2021 Spring
- > 2020 Fall
- > 2020 Spring
- > 2019 Fall

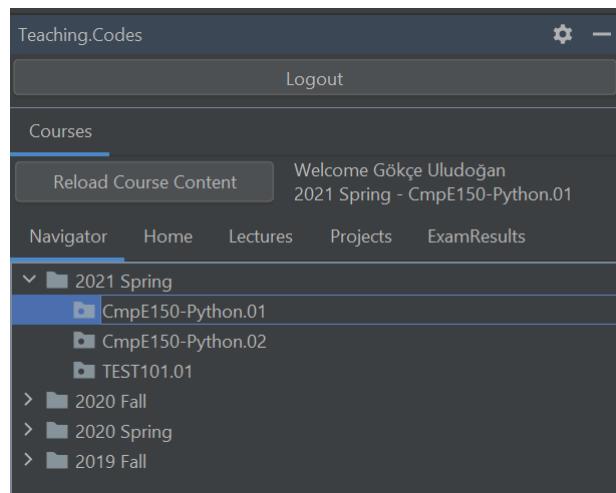
Select the term (2021 Spring) and double click on your section:



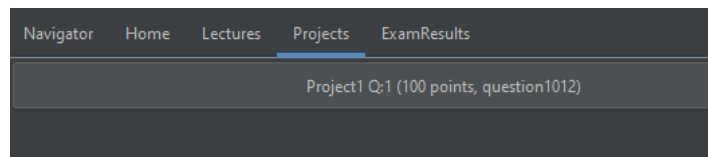
The image shows the 'Teaching.Codes' Navigator window with the '2021 Spring' term selected. The 'Navigator' tab is active, and the '2021 Spring' folder is expanded, showing the following sections:

- ▼ 2021 Spring
 - CmpE150-Python.01
 - CmpE150-Python.02
 - TEST101.01
- > 2020 Fall
- > 2020 Spring
- > 2019 Fall

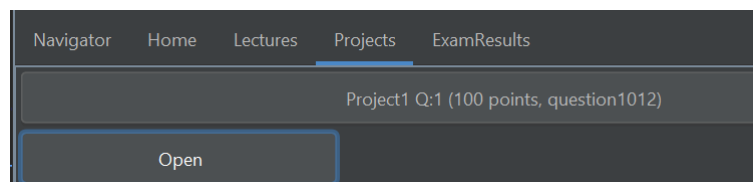
When the content of the course is loaded, a Welcome message will appear like below:



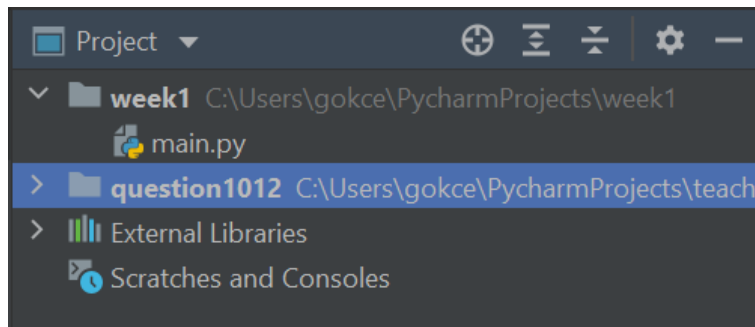
- After you see the welcome message, you can navigate to **Projects** tab by clicking on it. You can find the assigned projects under this tab.



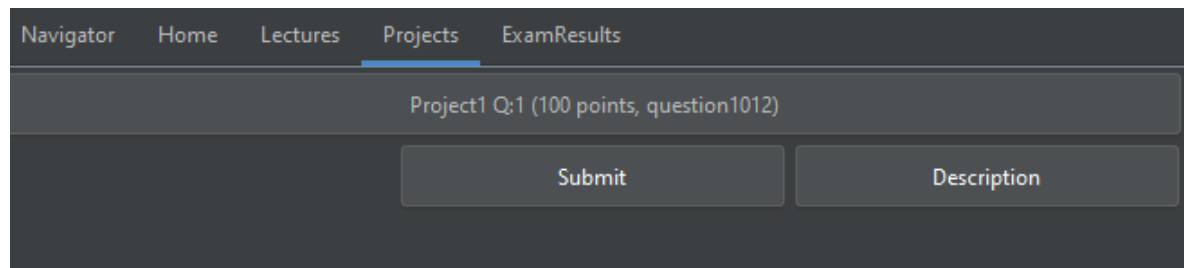
- To open a project, click on the project and then **Open** button.



This will download and open the project. When the project is opened, you will see a new project named **questionXXX** under Project Explorer:



You will also see **Submit** and **Description** buttons under the project:



- Click **Description** button to see the project description. The description will be available under **Content Browser**. Please read the description carefully and check the input/output examples.

Teaching.Codes Logout

Courses Content Browser

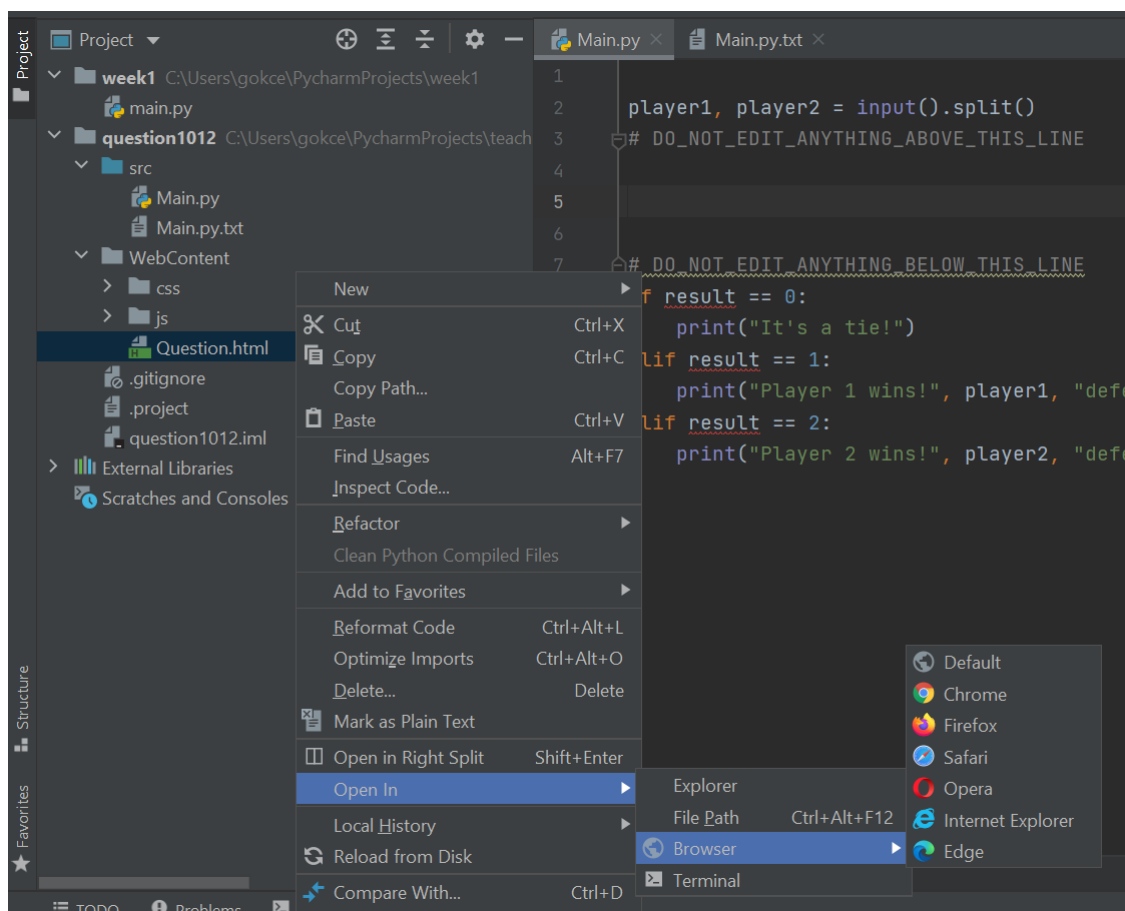
CMPE150 Spring21 - Project1

Rock Paper Scissors Lizard Spock (RPSLS) is an extended version of the classical game of chance Rock Paper Scissors. This game is created by Sam Kass and Karen Bryla. In this game, the players pick one of the following variables: rock, paper, scissors, lizard, spock. The outcome of the game is determined by the rules below specifying which variable defeats the other. If both players choose the same variable, the game ends in a draw.

Rules:

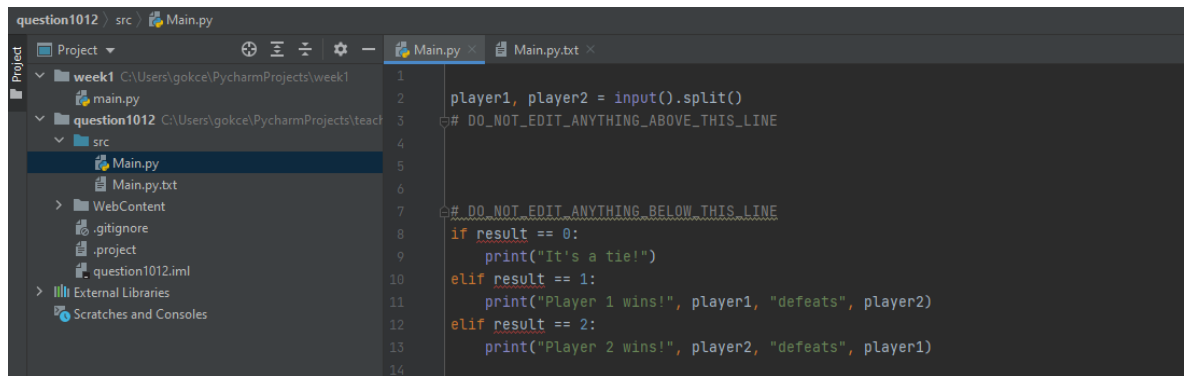
- scissors cut paper
- paper covers rock
- rock captures lizard
- lizard poisons spock
- spock smashes scissors
- scissors captures lizard
- lizard eats paper
- paper disproves spock
- spock vaporizes rock
- rock crushes scissors

You can also view the description in your favorite browser. To do this, click on the project (i.e. questionXXX) under Project Explorer, open **WebContent** directory and find the file named **Question.html**. Then, right click on this file and move to **Open in** and select **Browser**.



- To write your code, click on the project (i.e. **questionXXX**), open **src** directory and click **Main.py**. This will open this file in the editor and you will see the code provided to you. You must write your code to this file between the comments (i.e. **# DO_NOT_EDIT_ANYTHING_ABOVE_THIS_LINE** and **# DO_NOT_EDIT_ANYTHING_BELOW_THIS_LINE**). You are **NOT ALLOWED TO MODIFY**

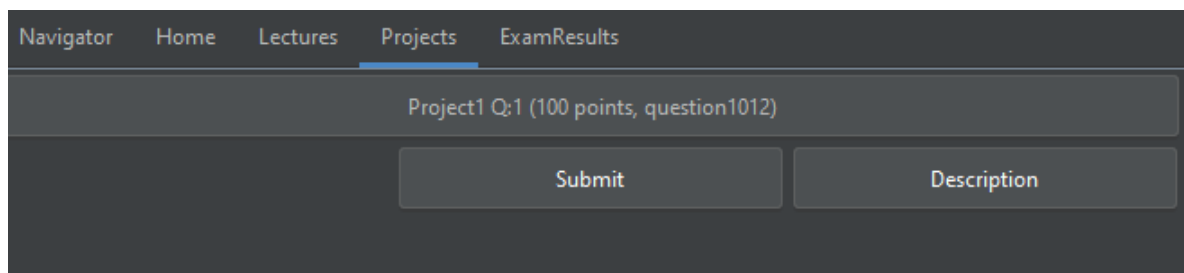
these comments or anything outside the region marked by the comments. If you delete/modify these statements, you can restore them from **Main.py.txt**



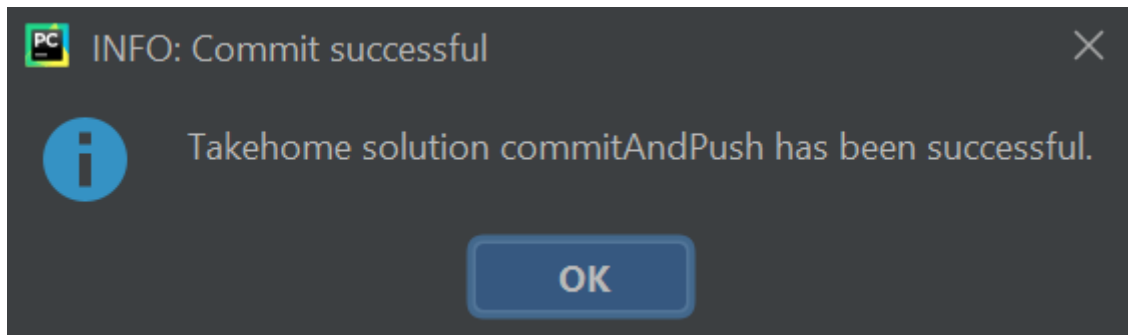
```
1 player1, player2 = input().split()
2
3 # DO NOT EDIT ANYTHING ABOVE THIS LINE
4
5
6
7 # DO NOT EDIT ANYTHING BELOW THIS LINE
8
9 if result == 0:
10     print("It's a tie!")
11
12 elif result == 1:
13     print("Player 1 wins!", player1, "defeats", player2)
14
15 elif result == 2:
16     print("Player 2 wins!", player2, "defeats", player1)
```

- After you write your solution, please make sure that
 - You write your solution to **Main.py** (Not Main.py.txt)
 - You do not modify/delete the statements already given to to you. *You can compare these statements with the ones in Main.py.txt*
 - You do not use any import's.
 - The input and output of your code are exactly same with the input/outputs in the description. *(You don't have unnecessary input or print statements)*

Then, you can submit your code by clicking **Submit** button.



If your submission is successful, the following window will pop up:



You can submit many times. The last version you submit before the deadline will be graded.

If you can't submit successfully, send an email explaining your situation before the deadline.