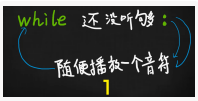
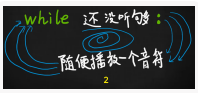
# 第九回：随机数与break(p1)

- 1.使用循环编写简单小游戏
  - 音乐旋律生成器
    - 1初步尝试
      - 音痴眼中旋律
        - 

          - 1
        - 

          - 2 .....
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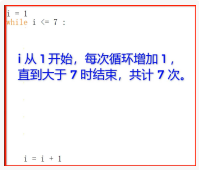
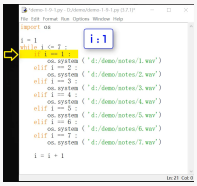
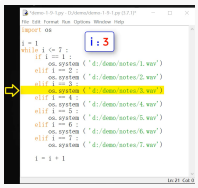
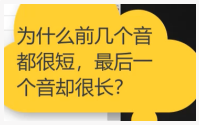
        - 七个声音文件
      -

        - 介绍过的os函数
      - 

        - 指定次数的循环
      - 综合
        - 

          - 每循环一次，判断一下当前i变成了几 i=1
        - 

          - i=3
    - 

      - 运行，发现问题
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        - i=1
        -

          - py打开播放器后，py继续执行下一行
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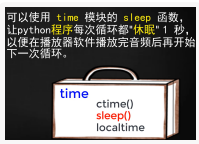
          - i=2
    - 

      - 引入time函数，time使其暂停
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        - 单位秒
        -
          - import