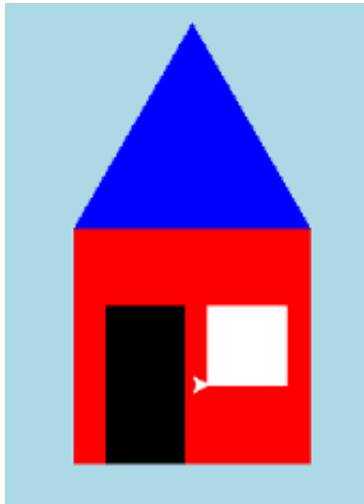# Beginning Python: Lesson 9

Exercises

In this lesson we'll try a few challanges based on what we've covered so far:

i. **'heads or tails' game:** make a simple heads or tails game. Keep count of the score as the user plays. This is very similar to games we've already done. Hints:

   - use Random(0,1) where heads is 0, tails is 1
   - use variables to keep track of scores outside the main loop

ii. **Draw a house:** Using Turtle, draw a house that looks like this:

iii. Write some simple dice games. Some ideas:

   - user has to roll 3 or over to keep playing - keep a high score on this one
   - play against the computer - you roll a dice, computer rolls a dice, see who wins. Keep two scores for this one

iv. Rock, paper, scissors: Write a rock paper scissors game where you play against the computer. Keep two scores, one for you and one for the computer.

For all these games:

- try use python functions to keep your code clean and logical
- remember to use the debugger if your code doesn't work!
- reference code in other programs we've already written