

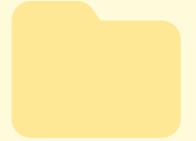
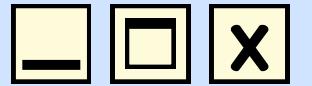
Nafisa's Section

CSI06A - Code in Place 2025

Section 6



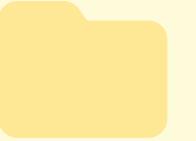
Week Six Overview



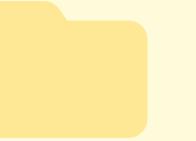
Ice Breaker & Check-in



Play Index Game to Review



List Practice



Program Heads Up!



Play Heads Up!

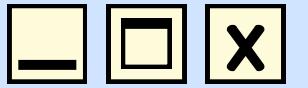


Say Goodbye T_T

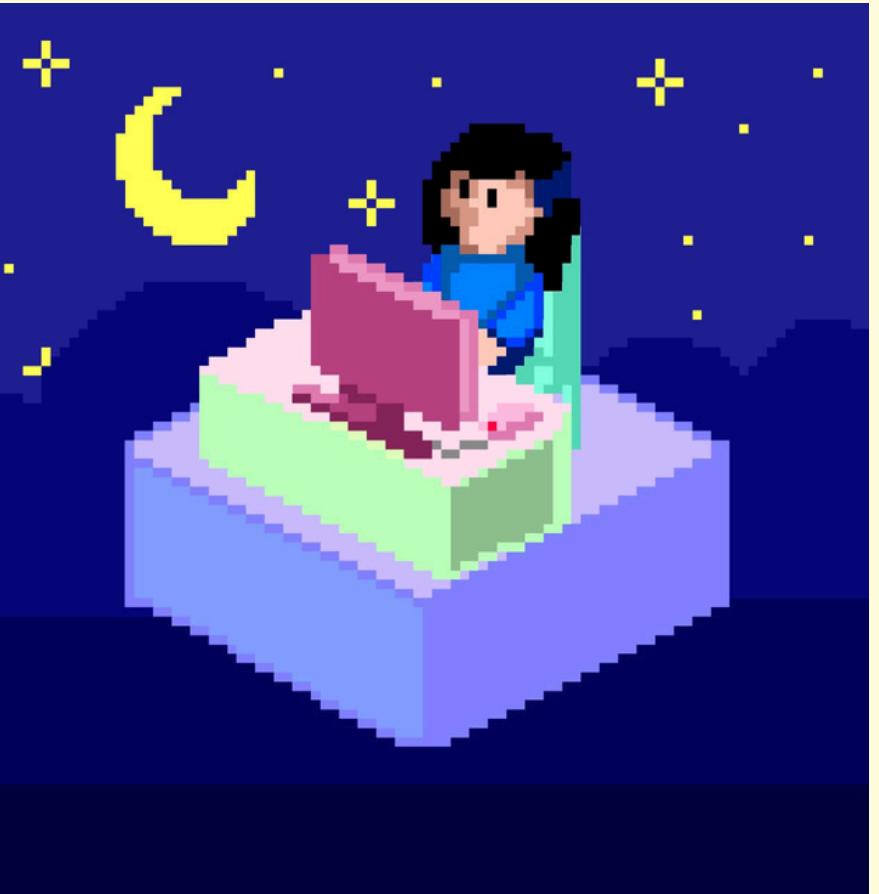




Let's Connect!

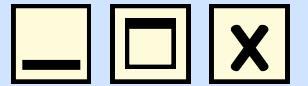


What are your thoughts about this being the last section?





Warm-up: Index Game!

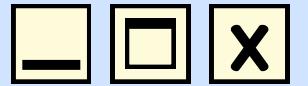


- Goal: Understand key list operations.
- We'll walk through and run index_game.py.





Index Game - Visual & How to Play



Value:	'Karla'	'Joe'	'Jaehun'	'Carolyn'	'Oksana'	'Tasneem'
Index:	0	1	2	3	4	5

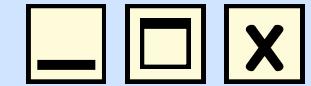
How to Play:

- The code (I'll run) generates an index.
- I'll select a student (or ask for a volunteer!).
- The student predicts the name stored at that index.
- We'll repeat a few times!





Next Up: List Practice!

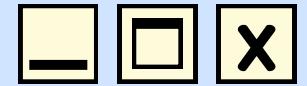


- Now you write some code in `list_practice.py`!
- Implement the functionality described in the comments.
- You can refer to concepts from the Index Game.





Main Project: Heads Up!



- Goal: Understand the code for a console version of "Heads Up!"
- Focus on how it reads data from files and structures the game.

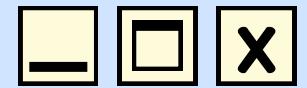
How to play the game:

- When it is your turn, close your eyes.
- A word will be displayed in the HeadsUp program.
- The rest of the section will try and describe it without saying the word.
- You have to guess the word as quickly as possible.





Why use a file for words?

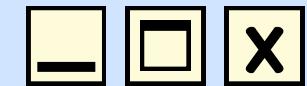


- Imagine hard-coding: `words = ['karel', ...]`
- Files separate data (words) from code (logic).
- Our code uses a constant: `FILE_NAME = 'cswords.txt'`





It's time to say goodbye :(



THANK YOU to you all.

This was a wonderful learning experience for me.

I am going to miss you!

Feel free to reach out via email if you need help with anything :)





THANK YOU

