Program Running:

Text

Description automatically generated

Text

Description automatically generated

1. Display a value rounded to 3 decimal places

Text

Description automatically generated

I used round to round the input copies sold in million by 3 decimal places, in the case that the user input more than 3 decimal places, so that it would be more readable

1. Create an If elif elif else statement

Text

Description automatically generated

I used an If elif elif else statement to create my command menu for the user to see all the commands and use them accordingly

1. Read a .csv or .txt file

Text

Description automatically generated

I read a .csv file so that I could store all the information that was input by the user, and if the files wasn’t found it would close the program

1. Write to a .csv or .txt file

Text

Description automatically generated

I used the open function to write to the .csv file so when the user wanted to add a game to the inventory, then it would be written and stored in the .csv file for later use

1. For loop and print all items inside the loop

A screenshot of a computer

Description automatically generated with medium confidence

I implemented this for loop to print out each game in the .csv file, and all the information for each game

1. A list that holds a 2d list



I used this 2d list to hold several different variables that I wanted stored and displayed in my game inventory