Reinvent the .wheel

Python Function

- 關鍵字 (keyword) 用在函數 (function) 或方法 (method) 中回傳數值，這是說如果函數或方法需要回傳值 (return value) 的話，就要加上 **return** 陳述，基本上函數或方法只會回傳一個數值。

Example 1, define and return

```
def get_10():
        return 10

print(get_10())
```

Example 2, parameter

```
def get_p(p):
        return p
print(get_p(5))
```

Example 3, local variable

```
def get_a():
        a = 0
        return a

print(get_a())
```

Variable Scope

- Local Variable
- Global Variable

Global Variable -1

```
x = "global"
def foo():
        print("x inside:", x)

foo()
print("x outside:", x)
```

--

x inside: global

x outside: global

Global Variable - 2

```
x = "global"
def foo():
        x = x * 2
print(x)
foo()
```

Local Variable -1

```
def foo():
        y = "local"
foo()
print(y)
```

Local variable 2

```
def foo():
        y = "local"
        print(y)
foo()
```

Global & Local var

```
x = "global "
def foo():
        global x y = "local"
        x = x * 2
        print(x)
        print(y)
foo()
```

Answer

global global
local

Global & Local var - 2

```
x = 5
def foo():
        x = 10
        print("local x:", x)
foo()
        print("global x:", x)
```

Answer

local x: 10

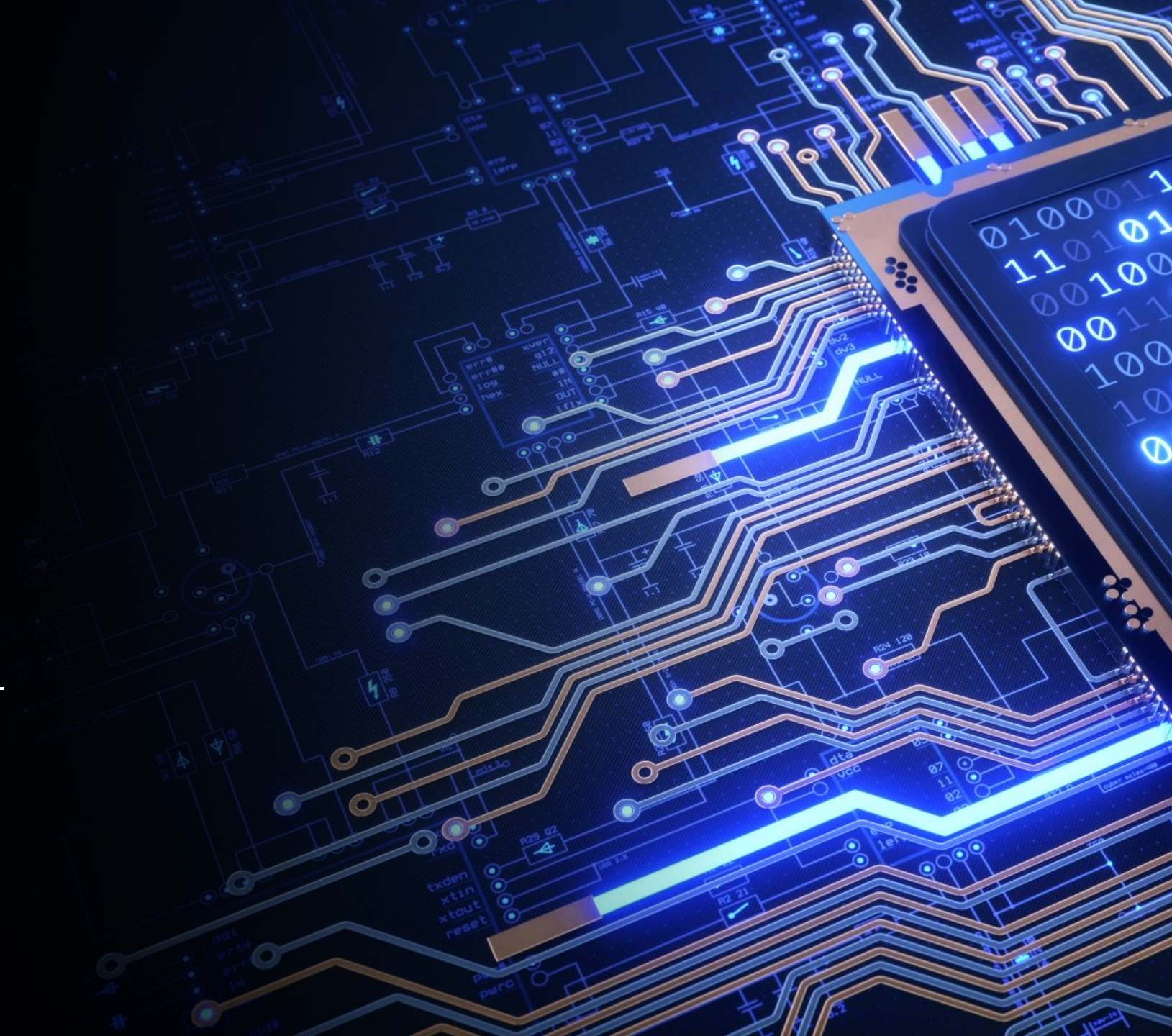
global x: 5

Exercise

1. Create a function getPriceA() and return 12
2. Create a function setPriceA with 1 parameter
3. Update getPriceA function to support variable ‘a’ from setPriceA a
4. Create getPriceB and setPriceB for var b as well
5. Create one more function sum() with getPriceA & getPriceB and return the value
6. Request for input A and B 1 by 1 and set PriceA & PriceB
7. Print out the sum value to user

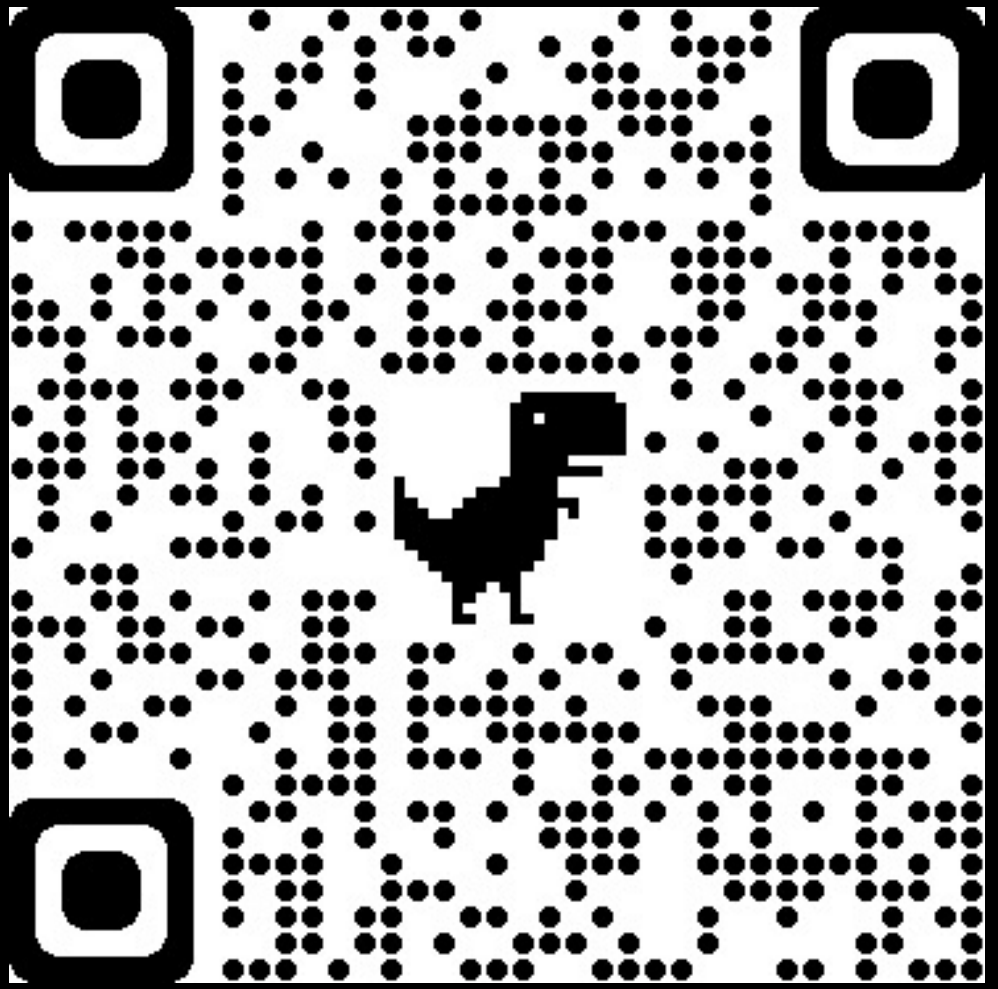
Tic Tac Toe

Show me the code



Download

https://drive.google.com/drive/folders/11QGE8QIh6F-b2iU7HInZHmOWrEOdqeMO



Exercise / Homework

- Create Tic Tac Toe Game with 2 users input
- Input Players' name
- Print the game space
- Create the game space to store game state.
- Request x,y coordinate as input (e.g. "0,0", "2,2", "1,2" etc)
- Verify the input
- Print the updated game space
- Check the game is over and announce player name