

CPM Python Random Number Generator / War!

Objective: Program a random number generator in Python

Bouns: Waaaaaar!

Same as before another RNG but in *Python*. The number the code displays should change each time you run it.

As Python is a different programming language the way write code has changed. Python is a great language to start learning from as it simplifies a lot in comparison to Java while being able to achieve a lot of the same functions. You'll be using [this compiler](#) again.

Syntax of Python

```
# Declaring a variable
exampleVariable = 10
# Notice how it doesn't require a type or semicolon at the end
```

```
# Display messages
print("Hello world")
```

```
# Generate random number
# need for random generation (importing the adds pre-made code to your code)
import random
# setting variable 'randomNumber' to integer 1-10
randomNumber = random.randint(1,10)
```

```
# If Statements
if exampleVariable == 5: # Condition true if value equals 5
    # Indents MATTER in Python
    # Since this line is indented it is contained within the if statement
    print("Your number is 5!")
```

Try! Use previous knowledge of how to code RNGs and simply translate to Python. Don't be afraid to ask questions and remember to let a counselor know when you are done.

Bonus Challenge War! (Not required but fun!)

Objective: Create a simple version of the card game war

You will need to create a simulation that once run will generate a random card for the computer and player. Whoever's card has the higher value (Suit doesn't matter) wins the game, but if it's a tie a new card needs to generate for the computer and player.

For Example:

```
Computer has a 11 of Hearts  
Player has a 2 of Clubs  
Computer Wins!
```

```
Computer has a 11 of Clubs  
Player has a 11 of Spades  
Tie  
Computer has a 4 of Hearts  
Player has a 1 of Spades  
Computer Wins!
```

Good luck and have fun!