SICP

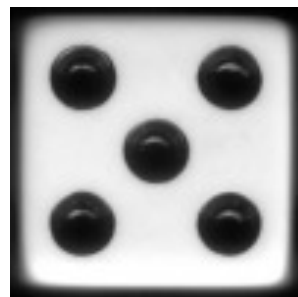## God's Programming Book
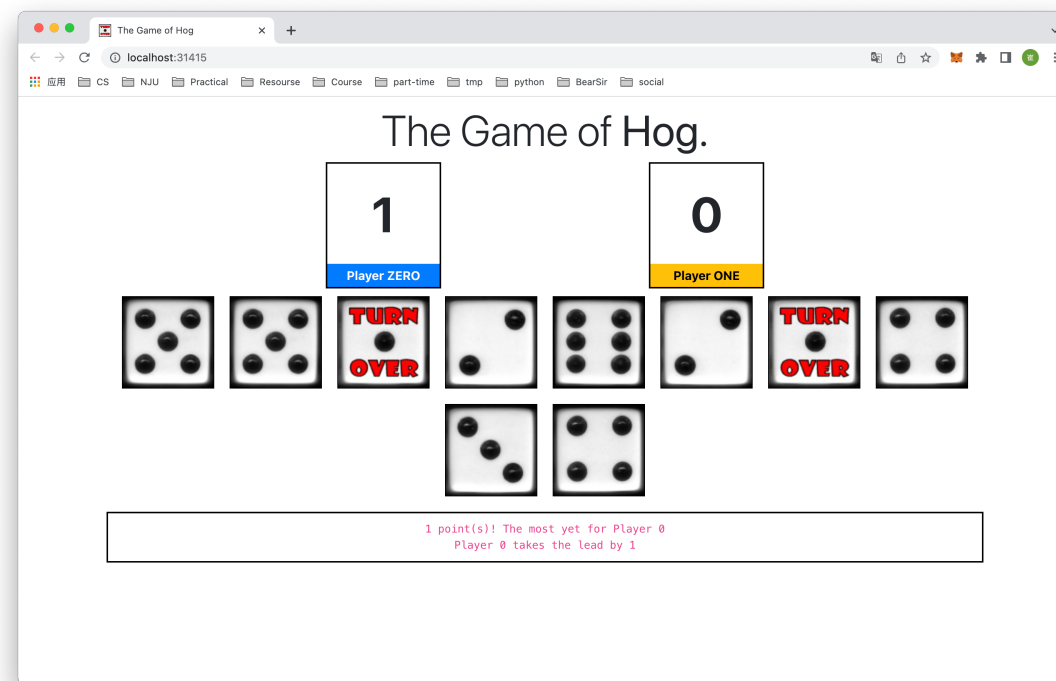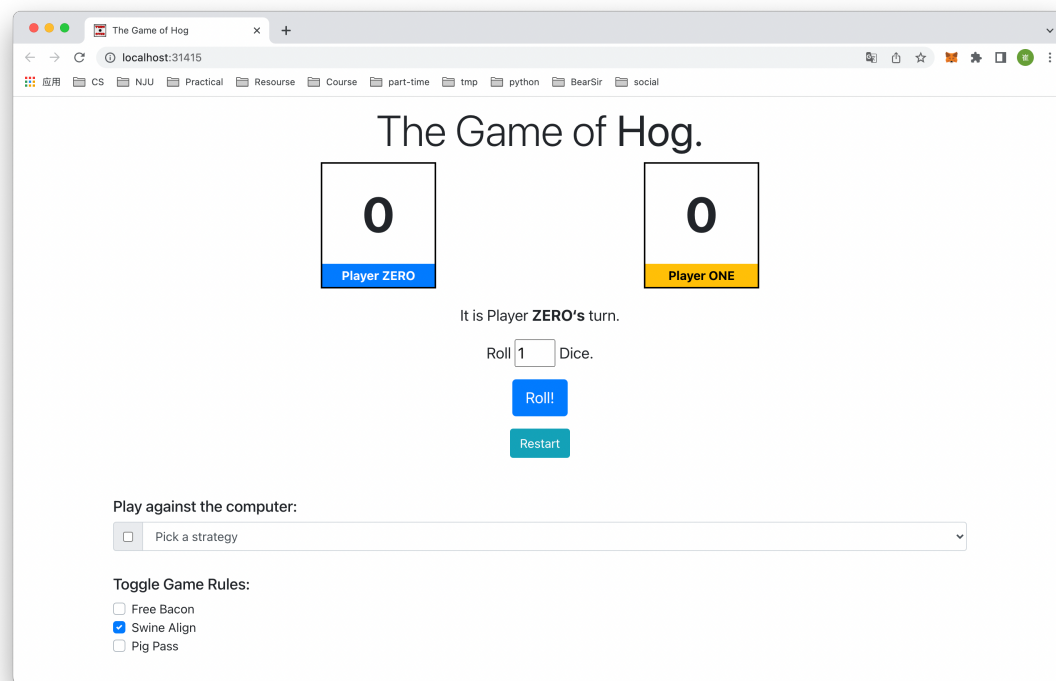
Project-01 Hog

Second Edition
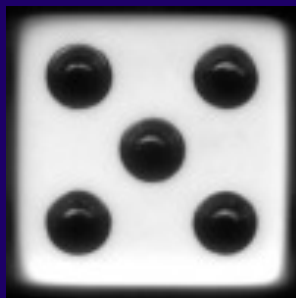
The Game of Hog

Project Adapted from cs61a of UC Berkeley

Goal

What will you have after the project?

A Dice-Rolling Game with Miscellaneous Rules and Strategies

Materials

What have you got before the project?

- Skeleton code of the project and an autograder ok

- A detailed handout covering everything about the project

- My version of solution

  https://github.com/JacyCui/sicp-proj01.git

Requirements

What do you need to finished this project?

- Functions

  - Expressions

  - Names, Assignment, and User-Defined Functions

  - Environment Diagrams

  - Defining Functions

What do you need to finished this project?

- Control

  - Print and None

  - Multiple Environments

  - Miscellaneous Python Features

  - Conditional Statements

  - Iteration

What do you need to finished this project?

- Higher-Order Functions
  - Designing Functions
  - Generalization
  - Functions as Arguments
  - Functions as Return Values
  - Lambda Expression
  - Return Statements
  - Control Expressions

Tips

What you should keep in mind?

- Always figure out what you need to do before writing codes.

- Keep it simple and elegant.

  - Normally no more than 20 lines for each problem.

- Be creative and show your talent in the last optional problem.

Thanks for Listening