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SICP

God's Programming Book

Project-01 Hog

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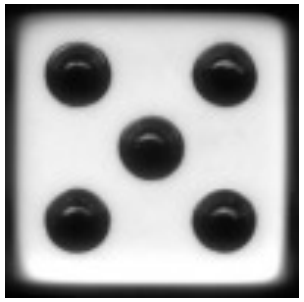
The Game of Hog

Project Adapted from cs61a of UC Berkeley



Goal

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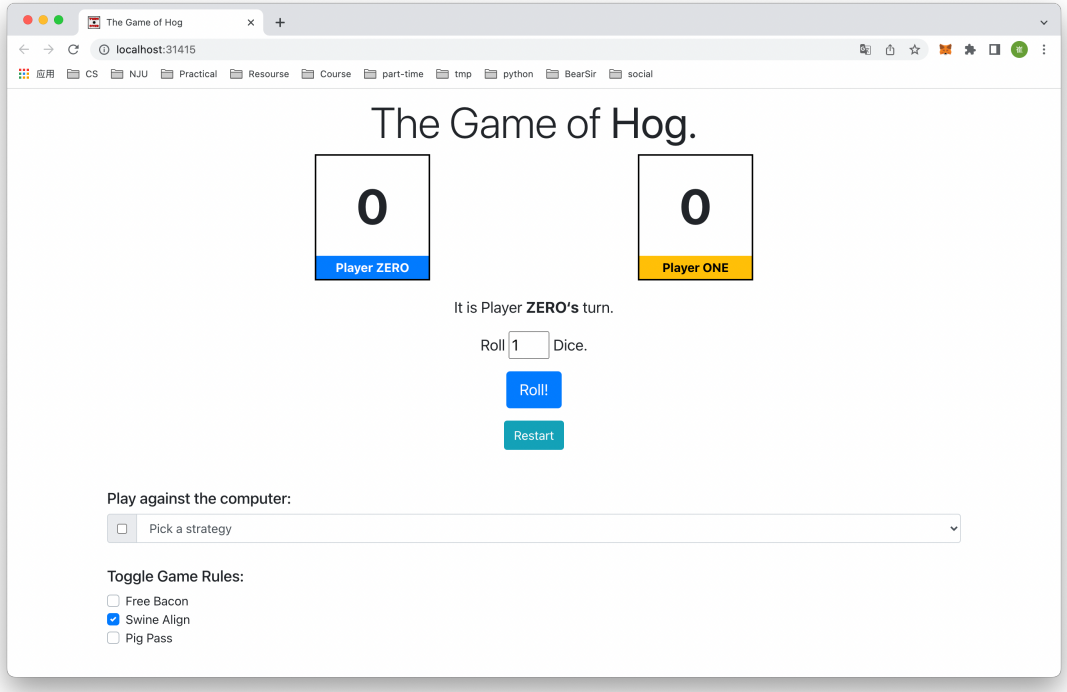
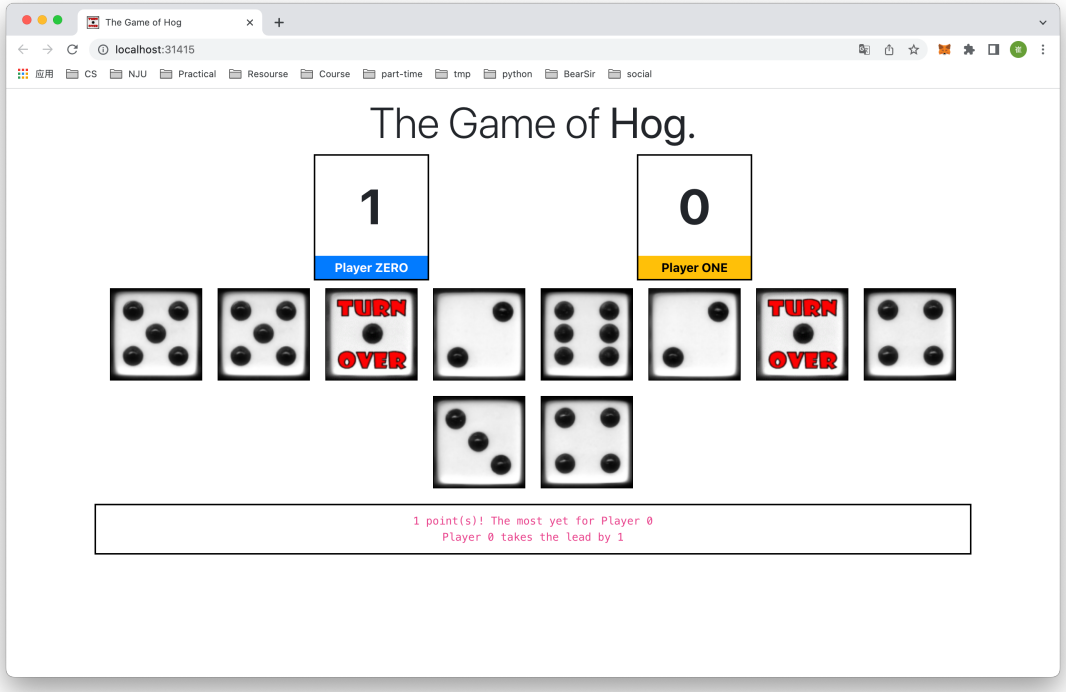
What will you have after the project?





A Dice-Rolling Game with Miscellaneous Rules and Strategies

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Materials

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What have you got before the project?

- Skeleton code of the project
- A detailed handout covering everything about the project
- An autograder ok
- My version of solution

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

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Requirements

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What do you need to finished this project?

- Functions
  - Expressions
  - Names, Assignment, and User-Defined Functions
  - Environment Diagrams
  - Defining Functions

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What do you need to finished this project?

- Control
  - Print and None
  - Multiple Environments
  - Miscellaneous Python Features
  - Conditional Statements
  - Iteration

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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

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Principles

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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.

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Thanks for Listening