Comp 1 Pre release answers
Question 3(a)
1. Function responsible for getting user name: GetPlayerName
2. While the input is a blank string then the program will keep going round the name loop until a valid option is added.
3. There would be no need for an extra variable as you can just reuse the 'PlayerName' variable and the data type is a string.
Pseudo code:

```
player_name <-  ' '
Repeat until:
    player_name <- a string
return player_name
```

Question 3(b)
1. Function responsible for adding a name to the high score is UpdateRecentScores.

Question 5
1. The additional module that will need to be imported is the: **from datetime import *** module.
2. Four functions that will require changes: Display_end_game_message
Reset_recent_scores
Display_recent_scores
Update_recent_scores
3. You would use the following code:

```
date = date.time.strptime(dateAchieved, "%d/%m/%Y")
```

Additional Task
Variable roles
1. Fixed value - A none calculated number that is not changed at all. eg: RankNo == 1
2. Stepper - A variable that counts the systematic repetitions of a procedure. eg: Count
3. Most recent holder - A variable that holds the most recent number/value given to it from input. eg: PlayerName
4. Most wanted variable - This holds the most significant or wanted variable found so far. eg: Choice
5. Gatherer - The variable that keeps a running total of different values as they are accumulated. eg: Score
6. Transformation - A variable that is the result of a calculation from other fixed variables. eg: NoOfSwapsMadeSoFar
7. Follower - A variable that is updated each time the old value is changed from another data item. eg: currentDate

8. Temporary - The variable that only holds a value for a short time. eg: NextCard

Functions and parameters
When passing by reference you are passing in where the parameter is stored, so any changes to this parameter in the function are accessible to the function that has called it. However when you pass by value you make a copy of the variable to the parameter so any changes have no effect on the original value.

Function mechanism using to pass each parameter:
1. GetRank - uses *value*
2. GetSuit - uses *value*
3. DisplayMenu - uses neither as no arguments are taken
4. GetMenuChoice - uses *value*
5. LoadDeck - uses *reference*
6. ShuffleDeck - uses *reference*
7. DisplayCard - uses *reference*
8. GetCard - uses *reference and value*
9. IsNextCardHigher - uses *reference*
10. GetPlayerName - uses neither as no arguments are passed in
11. GetChoiceFromUser - uses neither as no arguments are passed in
12. DisplayEndOfGameMessage - uses *value*
13. DisplayCorrectGuessMessage - uses *value*
14. ResetRecentScores - uses *reference*
15. DisplayRecentScore - uses *reference*
16. UpdateRecentScore - uses *reference and value*
17. PlayGame - uses *reference*

> Written with StackEdit.