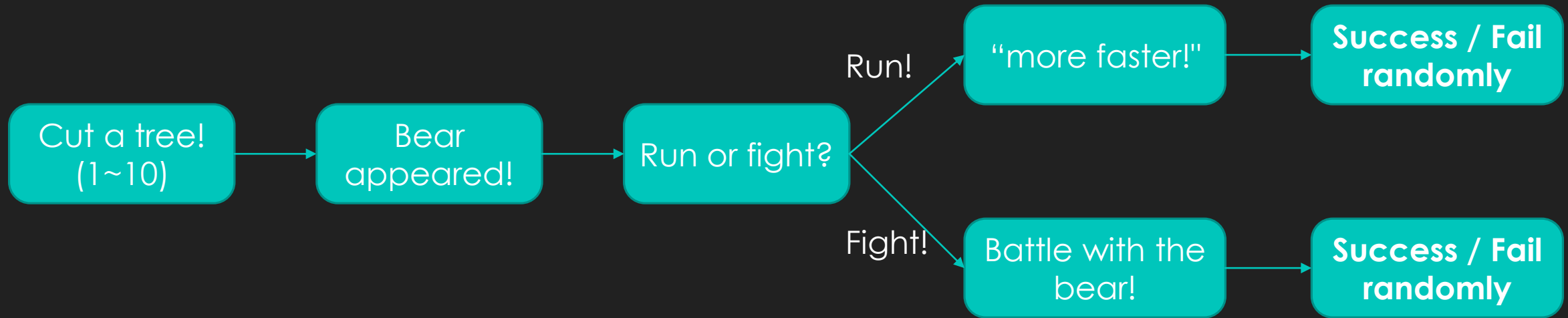
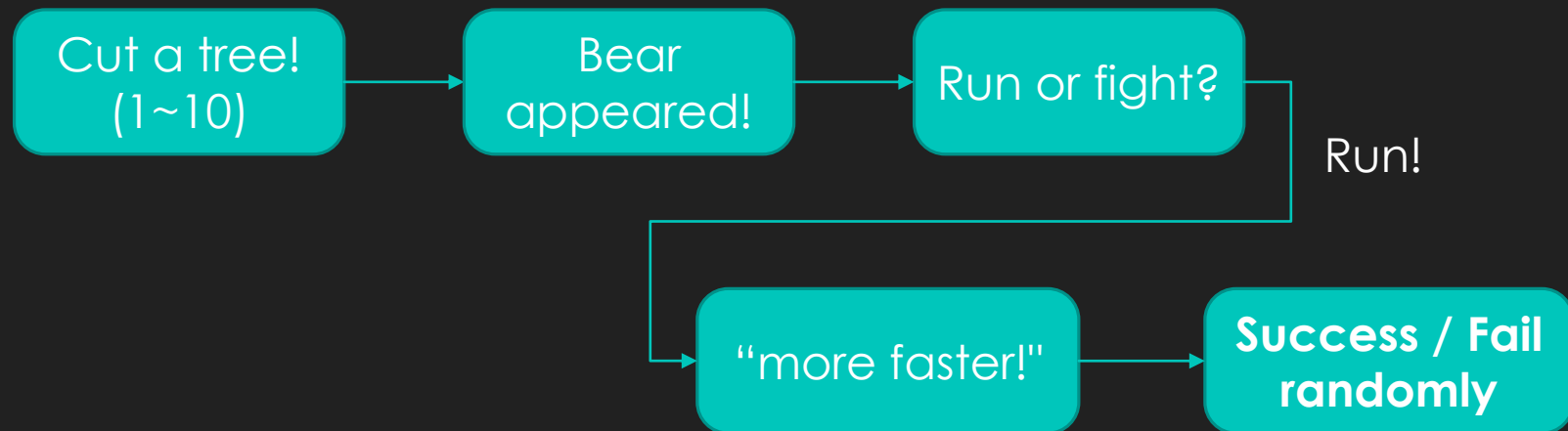


Ch7. Bear and Woodcutter

- **Bear and Woodcutter (p115 ~ 122)**



- **Bear and Woodcutter (ver. 1)**



```
You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
You cut the tree 2 times.  
You met a bear!!  
run away?(1) or fight?(2)  
1  
You choose '1'.  
Run away!!!  
more faster!  
more more faster!  
more more more faster!  
Yea~ you are safe now! ^^
```

- **Bear and Woodcutter (ver. 1)**

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You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
You cut the tree 2 times.  
You met a bear!!  
run away?(1) or fight?(2)  
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You choose '1'.  
Run away!!!  
more faster!  
more more faster!  
more more more faster!  
Yea~ you are safe now! ^^
```

- Requirement 1) The woodcutter can shoot trees up to 10 times.
- Requirement 2) A bears appear when a random number is created and the number generated is equal to the number of times the tree is taken.
- Requirement 3) When the bear appears, the woodcutter stops the tree.
- Requirement 4) The "faster" part is repeated 3 times using the while statement, but the word "more" increases the number of times by 1 each time.
- Requirement 5) Select a random number between 0 and 1, 0 means fail to escape, 1 means succeed.

- **Bear and Woodcutter (ver. 1)**

```
You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
You cut the tree 2 times.  
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run away?(1) or fight?(2)  
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You choose '1'.  
Run away!!!  
more faster!  
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Let's cut the tree.  
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You met a bear!!  
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You choose '1'.  
Run away!!!  
more faster!  
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- **Bear and Woodcutter (ver. 1)**

요구사항 1) 나무꾼은 나무를 최대 10번 찍을 수 있다.

요구사항 2) 무작위로 숫자 하나를 생성하고 생성한 숫자와 나무를 찍은 횟수가 같을 때 곰이 나타난다.

요구사항 3) 곰이 나타나면 나무꾼은 나무를 그만 찍는다.

요구사항 4) “더 빨리~”라는 부분은 while 문을 이용하여 3회 반복하여 출력하되 “더” 라는 단어는 매번 횟수를 1씩 증가시킨다.

요구사항 5) 0과 1 중에 무작위로 숫자를 선택하여 0이면 도망에 실패하고 1이면 성공한다.

- Bear and Woodcutter (ver. 1)

```
import random

print("You are a woodcutter.")
print("Let's cut the tree.")

BearTime = random.
for i in :
    print("You cut the tree " +  + " times.")

print("You met a bear!!")
print("run away?(1) or fight?(2)")

YourChoice = input()
print("You choose '" +  + "'.")

if YourChoice == "1":

    print("Run away!!!")

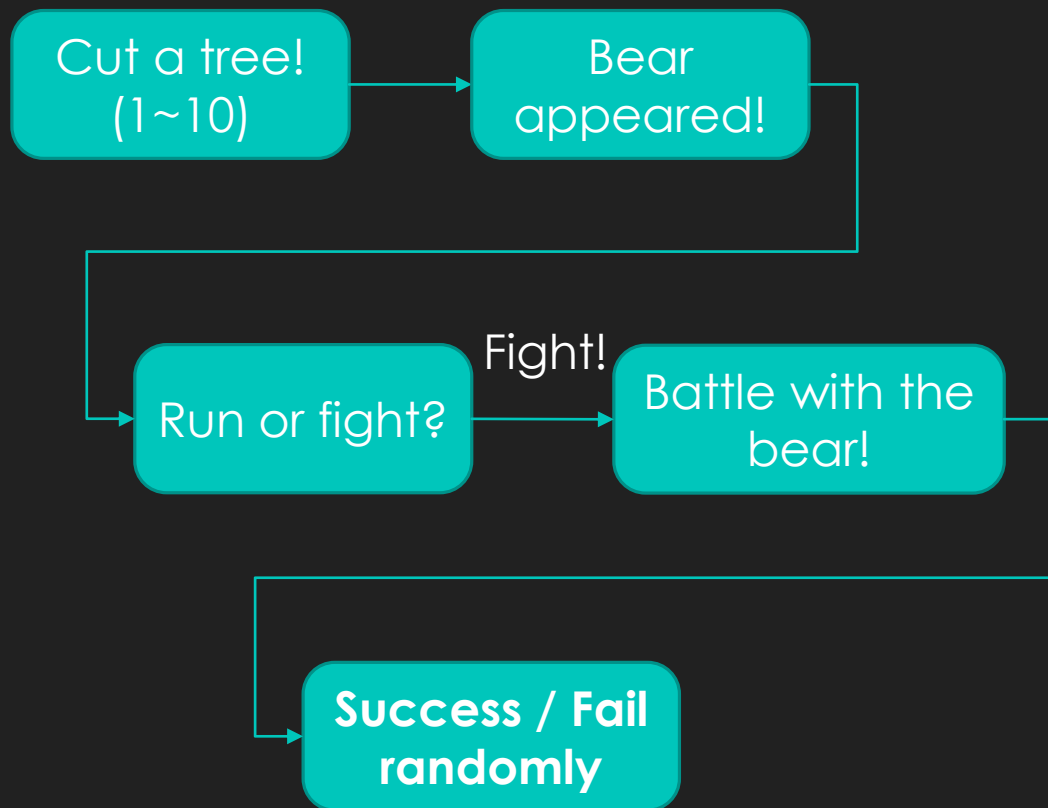
    more3 = 1
    while more3 :
        print("more " *  + "faster!")
        more3 = more3 + 1

    SurviveOrNot = 
    :
        print("Yea~ you are safe now! ^^")
    :
        print("You were caught by a bear;;;")

else:
    print("wrong input!")
```

```
You are a woodcutter.
Let's cut the tree.
You cut the tree 1 times.
You cut the tree 2 times.
You met a bear!!
run away?(1) or fight?(2)
1
You choose '1'.
Run away!!!
more faster!
more more faster!
more more more faster!
Yea~ you are safe now! ^^
```

- Bear and Woodcutter (ver. 2)



You are a woodcutter.

Let's cut the tree.

You cut the tree 1 times.

You cut the tree 2 times.

You met a bear!!

run away?(1) or fight?(2)

2

You choose '2'.

You must defeat the bear in 6 attacks.

Bear's initial HP is 100.

You have reduced the bear's health by 24 in the 1 attack.

The remaining bear's health is 76.

You have reduced the bear's health by 1 in the 2 attack.

The remaining bear's health is 75.

You have reduced the bear's health by 11 in the 3 attack.

The remaining bear's health is 64.

You have reduced the bear's health by 28 in the 4 attack.

The remaining bear's health is 36.

You have reduced the bear's health by 2 in the 5 attack.

The remaining bear's health is 34.

You have reduced the bear's health by 2 in the 6 attack.

The remaining bear's health is 32.

Defeat! Even now, bear to bear!!

- **Bear and Woodcutter (ver. 2)**

Requirement 1) Attack a total of 6 times using the while loop.

Requirement 2) Bear's initial HP is 100.

Requirement 3) The woodcutter's attack randomly chooses one of the numbers from 1 to 30 to take the bear's HP by the selected number.

Requirement 4) If the bear's HP is below 0, the attack is stopped.

Requirement 5) If the bear's HP is less than 0 after 6 attacks, the woodcutter will win, and if it is greater than 0, the woodcutter will lose.

```
You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
You cut the tree 2 times.  
You met a bear!!  
run away?(1) or fight?(2)  
2  
You choose '2'.  
You must defeat the bear in 6 attacks.  
Bear's initial HP is 100.  
You have reduced the bear's health by 24 in the 1 attack.  
The remaining bear's health is 76.  
You have reduced the bear's health by 1 in the 2 attack.  
The remaining bear's health is 75.  
You have reduced the bear's health by 11 in the 3 attack.  
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The remaining bear's health is 34.  
You have reduced the bear's health by 2 in the 6 attack.  
The remaining bear's health is 32.  
Defeat! Even now, bear to bear!!
```

- **Bear and Woodcutter (ver. 2)**

Requirement 1) Attack a total of 6 times using the while loop.

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You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
You cut the tree 2 times.  
You met a bear!!  
run away?(1) or fight?(2)  
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You choose '2'.  
You must defeat the bear in 6 attacks.  
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The remaining bear's health is 32.  
Defeat! Even now, bear to bear!!
```

- **Bear and Woodcutter (ver. 2)**

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```
You are a woodcutter.  
Let's cut the tree.  
You cut the tree 1 times.  
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You choose '2'.  
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You have reduced the bear's health by 2 in the 6 attack.  
The remaining bear's health is 32.  
Defeat! Even now, bear to bear!!
```

- **Bear and Woodcutter (ver. 2)**

요구사항 1) while 반복문을 사용하여 총 6번 공격한다.

요구사항 2) 곰의 초기 체력은 100이다.

요구사항 3) 나무꾼의 공격은 1부터 30 사이의 숫자 중 하나를 무작위로 선택하여 선택된 숫자만큼 곰의 체력을 뺏는다.

요구사항 4) 곰의 체력이 0 이하가 되면 공격을 멈춘다.

요구사항 5) 6번의 공격 이후 곰의 체력이 0 이하이면 나무꾼이 이기고, 0보다 크면 나무꾼이 진다.

- Bear and Woodcutter (ver. 2)

```
import time
import random

print("You are a woodcutter.")
print("Let's cut the tree.")

BearTime = 
for i in :
    print("You cut the tree " +  + " times.")

print("You met a bear!!")
print("run away?(1) or fight?(2)")

YourChoice = input()
print("You choose '" +  + "'.")

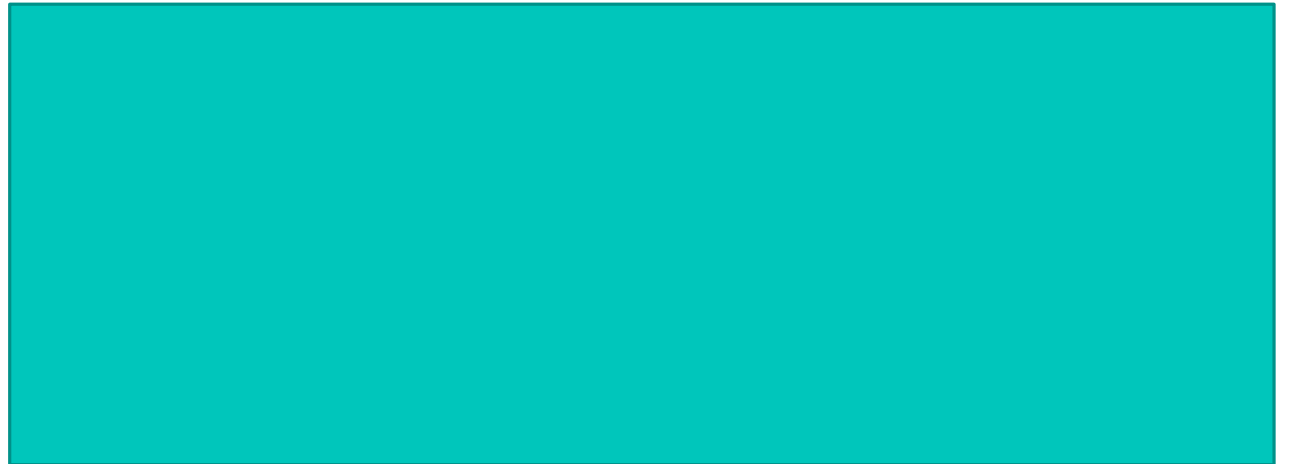
if YourChoice == "1":

    print("Run away!!!")

    more3 = 1
    while more3 :
        print("more " *  + "faster!")
        more3 = more3 + 1

    SurviveOrNot = 
    
    print("Yea~ you are safe now! ^^")
    
    print("You were caught by a bear;;;")
```

```
elif YourChoice == "2":
```



```
time.sleep(1)
```



```
if BearHP > 0:
    print("Defeat! Even now, bear to bear!!")
else:
    print("Victory! You got a bear leather!!")

else:
    print("wrong input!")
```

Assignment5

- Deadline : November 11th
- Upload to portal – Assignment – “Assignment5”
- Upload File Name : assignment5_student ID_name.py (python file) & **Capture result photos**
 - ex : assignment5_2017200966_조수필.py
- If you complete the assignment in class, ask the assistant for confirmation.