Self-Learning Project Report

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programming(Python)

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# ACKNOWLEDGEMENT

*we would like to thanks our teacher Mr. Mohammed Ashrafuddin for his guidance and support during our project work.*

# ABSTRACT

*This is our self-learning project we selected the topic “Programming(Python)”. We are going to show “Rock-Paper-* S*cissor” game in this project by using IDLE(Python).*

# Table of Contents

Contents

[INTRODUCTION 6](#_bookmark0)

[Algorithm 6](#_bookmark1)

[Flowchart 6](#_bookmark2)

[Programming Languages 6](#_bookmark3)

[Features of Programming Languages 7](#_bookmark4)

[Simplicity 7](#_bookmark5)

[Naturalness 7](#_bookmark6)

[Efficiency 7](#_bookmark7)

[Compactness 7](#_bookmark8)

[Locality 7](#_bookmark9)

[Procedure 8](#_bookmark10)

[Step 1 8](#_bookmark11)

[Algorithm 8](#_bookmark12)

[Step 2 9](#_bookmark13)

[Flowchart 9](#_bookmark14)

[Step 3 10](#_bookmark15)

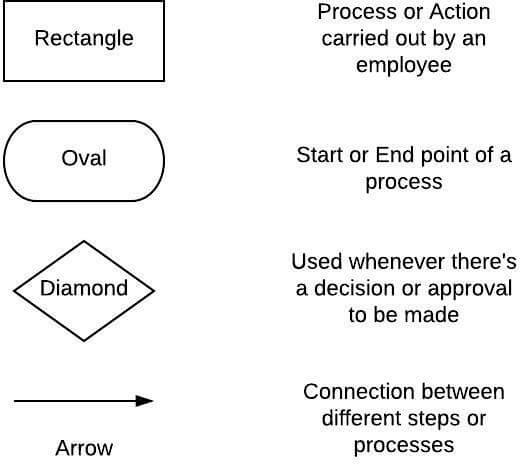
[Program in Python 10](#_bookmark16)

[Step 4: Result - Output of the Program 11](#_bookmark17)

[References 13](#_bookmark18)

# INTRODUCTION:

**Algorithm**: An algorithm is a step by step method of solving a problem. It is commonly used for data processing, calculation and other related computer and mathematical operations. An algorithm is also used to manipulate data in various ways, such as inserting a new data item, searching for a particular item or sorting an item.



**Flowchart**: A flowchart is a formalized graphic representation of a logic sequence, work or manufacturing process, organization chart, or similar formalized structure. The purpose of a flow chart is to provide people with a common language or reference point when dealing with a project or process.

**Programming Languages:** A programming language is a formal language, which comprises a set of instructions that produce various kinds of output. Programming languages are used in computer programming to implement algorithms.

# Features of Programming Languages

**Simplicity**: A good programming language must be simple and easy to learn and use. It should provide a programmer with a clear, simple and unified set of concepts, which can be easily grasped.

**Naturalness**: A good language should be natural for the application area, for which it has been designed.

**Efficiency**: Programs written in a good programming language are efficiently translated into machine code, are efficiently executed, and acquire as little space in the memory as possible.

**Compactness**: In a good programming language, programmers should be able to express intended operations concisely.

**Locality**: A good programming language should be such that while writing a programmer concentrate almost solely on the part of the program around the statement currently being worked with.

# Procedure

## Step 1: Algorithm:

**Step1: start.**

**Step2: Declare variables and constants**

**Step3: Input player-choice.**

**Step4: comp\_choice ← random (1,3)**

**Step5: decision, if player\_choice= comp\_choice**

**Step6: if yes then output "draw" then stop.**

**Step7: if no then player\_choice=1?**

**step7.1: if yes comp\_choice = 2?**

**step7.2: if yes winner  “player” then winner=” player”?**

**step7.3: if no winner  “comp”**

**step8: if player\_choice = 2?**

**step8.1: if yes then comp\_choice=3?**

**step8.2: if yes winner  “player” then winner=”player”?**

**step8.3: if no winner  “comp”**

**step9: if no then player\_choice = 1?**

**step9.1: if yes winner “player” then winner=” player”?**

**step9.2: if no winner  “comp”**

**step10: if winner =” player”?**

**step10.1: if no then output options [comp\_choice] +” beats”+options [player\_choice] then end.**

**Step10.2: if if yes then output options [player\_choice] +”beats”+options [comp\_choice] then end then end.**

**Step11: stop**

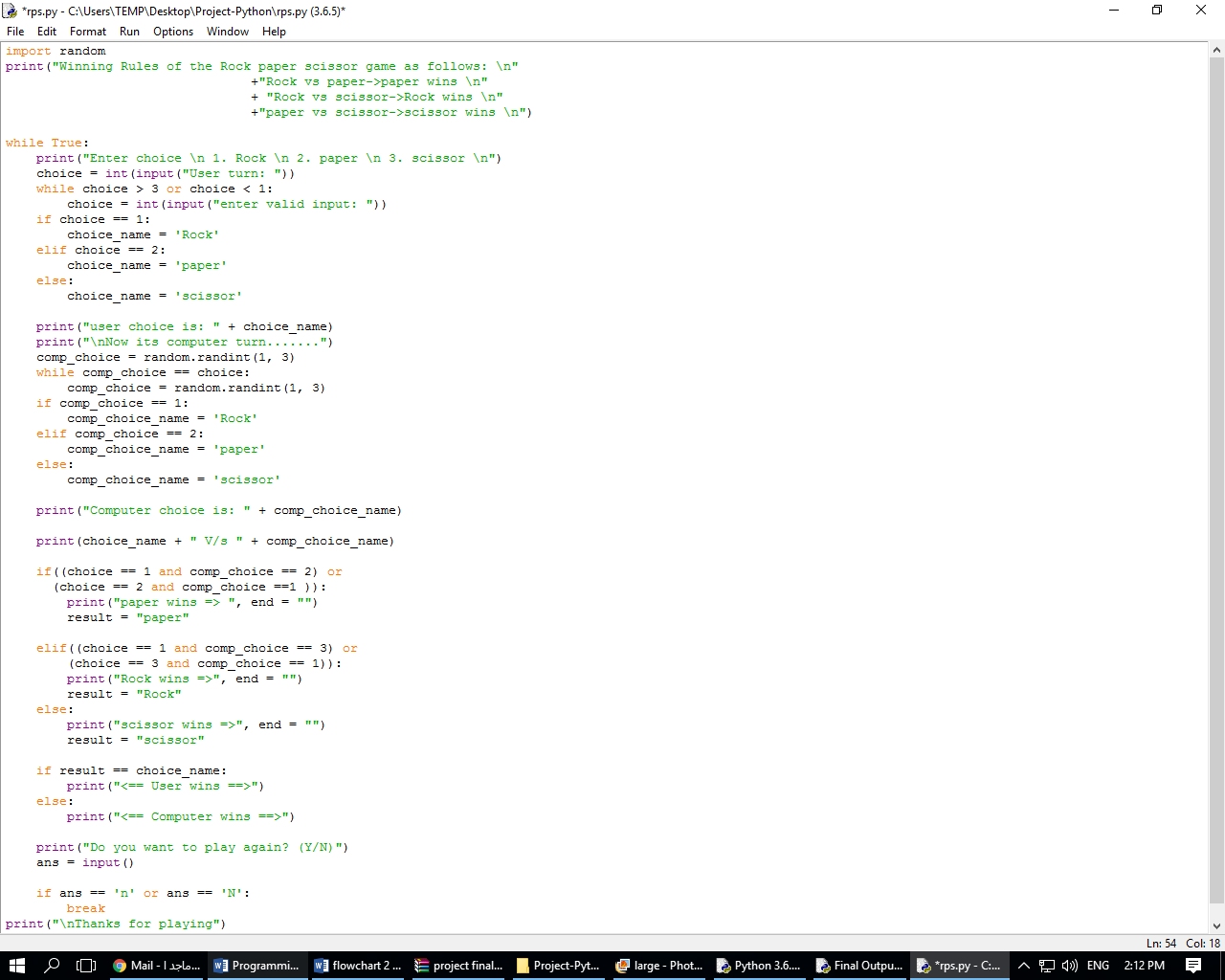
## Step 2: Draw a flowchart for the selected algorithm.

## Flowchart:



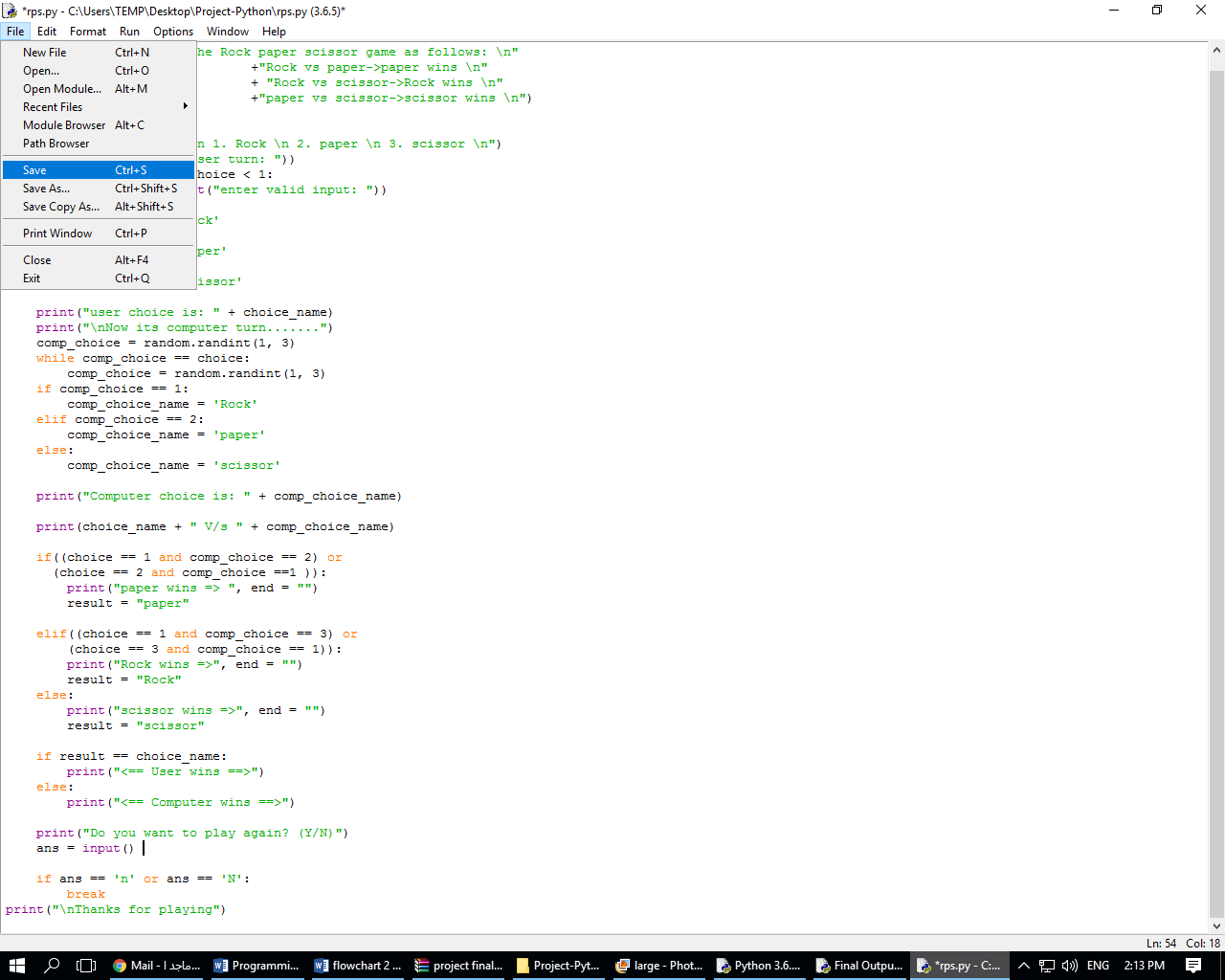
## Step 3: Write a program to get desired output based on algorithm and flowchart created.

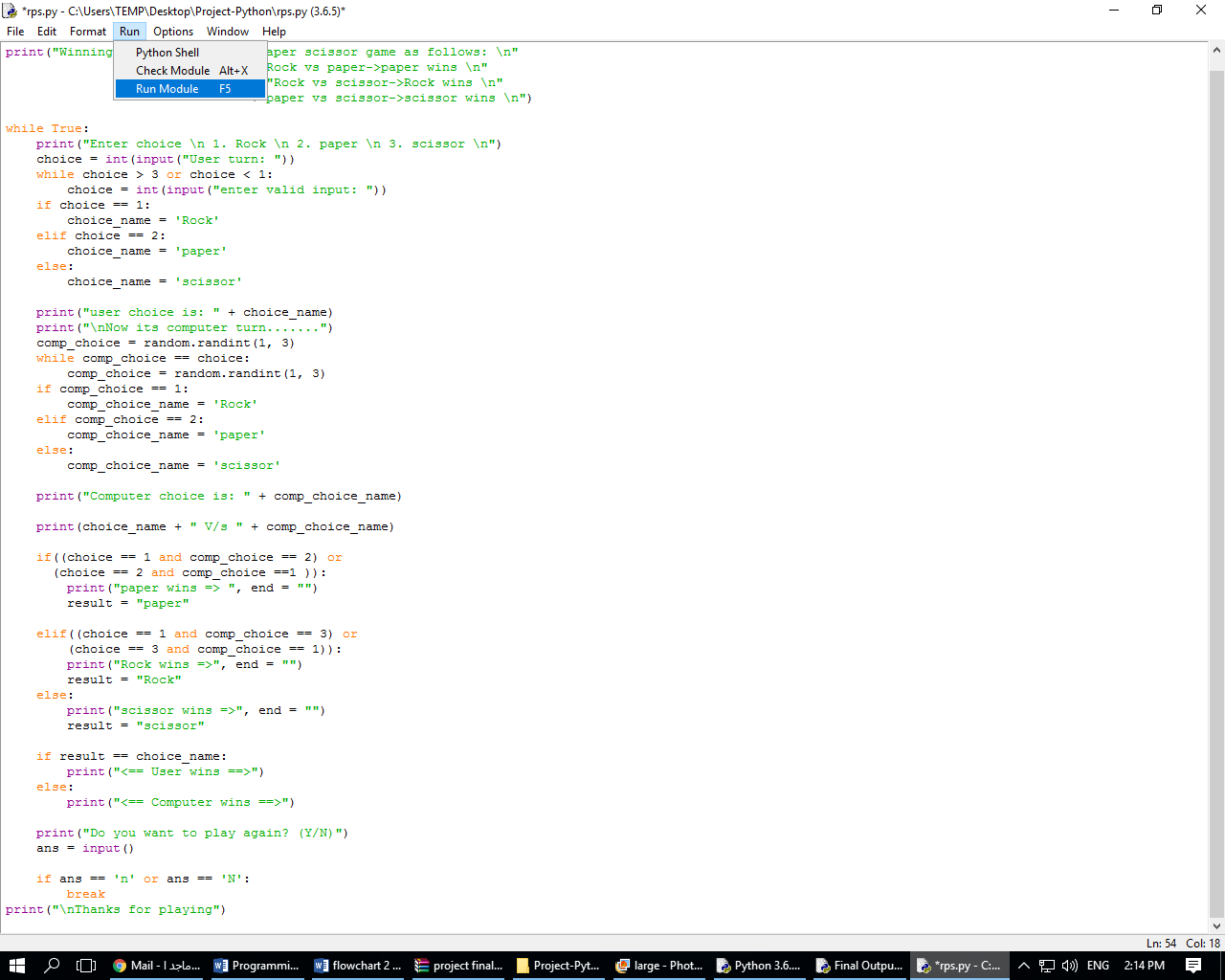
## Program in Python:



## Step 4: Result - Output of the Program.

## Save and Run the Program:

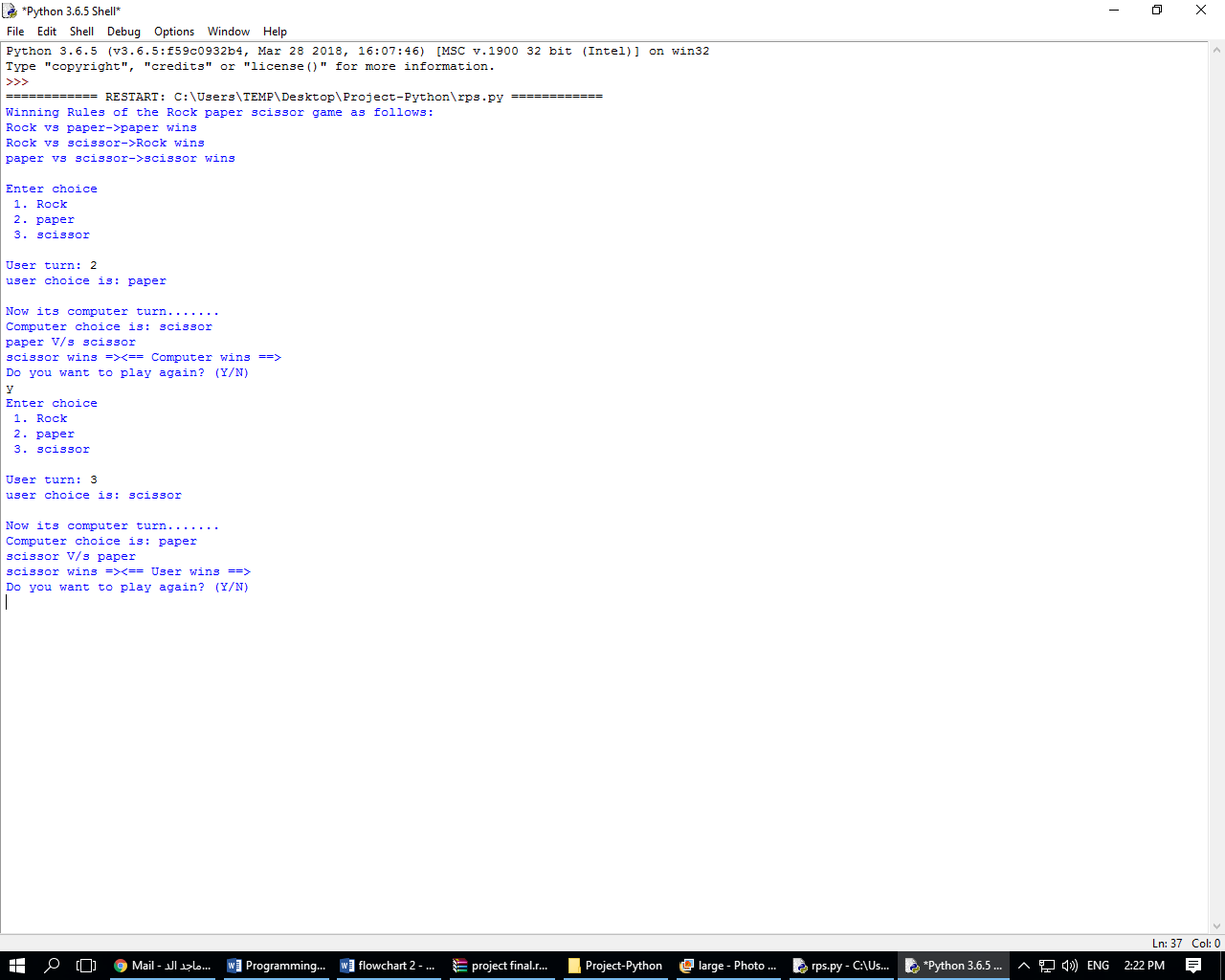




## Play with computer and choose number:



## Select Operation to get the desired output:



# Result:

Using Python’s integrated Development and learning Environment IDLE(Python) was very good experience. We learned a lot by using this such as how to write program in shell and code window and debug and modify our code to error free our project.

# References:

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