```
 1 """
 2 A really simple domino game.
 3 """
 4
 5 import domino as doms
 6 import boneyard as yard
 7 # domino must have these functions:
 8
 9 the_yard = yard.create()
10 game_over = False
11
12 while not game_over:
13     if yard.tiles_remaining(the_yard) == 0:
14         print('Ran out of dominoes')
15         game_over = True
16     else:
17         input('Press return to continue')
18         tile = yard.draw(the_yard)
19         print('Got tile %s' % (doms.as_str(tile)))
20         if doms.get_left(tile) == 6 or doms.get_right
   (tile) == 6:
21             print('Got a SIX!!!')
22             game_over = True
23
24 print("Game Over.")
25
```

```
 1 """
 2 Functions relating to the dominos
 3 """
 4
 5 def create(left, right):
 6     """
 7     Create a domino
 8
 9     :param left: left integer of domino
10     :param right: right integer of domino
11     :return: tuple which represents domino
12     """
13     return (left,right)
14
15 def as_str(domino):
16     """
17     Translates domino into string
18
19     :param domino: takes a domino as a tuple
20     :return: string
21     """
22     return "[%d | %d]" % (get_left(domino), get_right
   (domino))
23
24 def get_left(domino):
25     """
26     Gets left integer of domino
27
28     :param domino: takes a domino as a tuple
29     :return: integer - left side of domino
30     """
31     return domino[0]
32
33 def get_right(domino):
34     """
35     Gets right integer of domino
36
37     :param domino: takes a domino as a tuple
38     :return: integer - right side of domino
39     """
40     return domino[1]
```

41
42

```
"""
Models a boneyard -- a pile of dominoes.
"""

import domino as d
import random

def create():
    """
    Creates a pile of dominoes containing
    one copy of every possible domino

    :return: list of dominos
    """
    yard = []
    for i in range(0,7):
        for j in range(0, 7):
            tile = d.create(i, j)
            yard.append(tile)
    return yard

def draw(boneyard):
    """
    Removes a random domino from the boneyard

    :return: list of dominos without the drawn domino
    """
    n = random.randint(0, len(boneyard)-1)
    return boneyard.pop(n)

def tiles_remaining(boneyard):
    """
    The number of tiles left in the yard

    :return: integer - number of tiles left in the
yard
    """
    return len(boneyard)

```