CSC1024 PROGRAMMING PRINCPILES

Programming Project: A Master Mind Computer Game

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YOUTUBE video presentation link: https://youtu.be/83CLyqZ17sl

PROJECT REQUIREMENTS

- ▶ Input and display data.
- ► Lists.
- Random choice from a list.
- ▶ If statement, and relational and logical operators.
- ► Loops.
- ▶ User-defined function.
- ▶ Error handling and data validation.

Inputs and display data

EXAMPLE 1:

```
start = input("Enter Y to start the game when you are ready: ").upper()
```

EXAMPLE 2:

```
print("-----")

print(" MASTERMIND GAME ")

print("------")

print("------How does the game work??----")

print("1. The computer will generate 4 random fruits and you have to keep guessin print("2. the respective fruits are apple, orange, banana and kiwi")

print("3. keep in mind you may have more than one fruits in each list")

print("-----GOOD LUCK AND HAPPY GUESSING----")

print("-----")
```

EXAMPLE 3:

Lists

EXAMPLE 1:

```
#this is to store the guesses inputted by the player
player_guess= []
```

```
#the fruit list for the game
fruit_list=["APPLE", "ORANGE", "BANANA", "KIWI"]
```

Random choice from a list

EXAMPLE 1:

```
#this part imports the random choices to generate the list for the game import random from random import choice
```

If statement, and relational and logical operators

EXAMPLE 1:

```
#this if statement is to check whether the player has exceeded the allowed if tries == 15:
    print(" sorry you could not make the correct guesses but the game is print(" This was the list generated by the computer " + str(game_list a whole part is to sek the player if they want to play again after they for the player if they want to play again after they for the player if they want to play again after they for the player if they want to play again.
```

```
for i in range (4):
    if player_guess[i] == game_list[i]:
        correct_placement += 1

#this for loop compares the guesses with the list again but to check if to i in range (4):
    if player_guess[i] in game_list and player_guess[i] != game_list[i]:
        correct_guess_only += 1

#this if statement will check if the player got all of them correct and w if correct_placement == 4:
    print(" CONGRATULATIONS!!!, YOU GUESSED CORRECTLY, YOU TOOK " + str(t print(" the random generated list was " + str(game_list) )
```

Loops

EXAMPLE 1:

```
while True:
    first_fruit= input("Enter your first fruit: ").upper()
    #this appends the first guess into the guess list mentioned above
    if first_fruit in fruit_list:
        player_guess.append(first_fruit)

        break
else:
        #this part is to make sure that the input entered by the player i
        print("wrong input!!!, PLEASE enter fruits from the given list on
        print(" APPLE, BANANA, ORANGE, KIWI ")
```

```
tries = 1
while tries < 15:
    print("-----")
    print ("this is try number " + str(tries))
    #this is to store the guesses inputted by the player
    player_guess= []</pre>
```

User-defined function

EXAMPLE 1:

```
def game_start():
    start = "start"
    while start == "start":
        start = input("Enter Y to start the game when you are ready: ").upper()
        if start == "Y":
            print()
            True
        else:
            print("ohh!! leaving so quick D:, hope to see you soon ")
            quit()
```

Error handling and data validation

EXAMPLE 1:

```
while play != "Y" or play != "N":
    print("WRONG INPUT, enter 'Y' to play again or 'N' to quit")
    play = input("Would you like to play again, enter 'Y' to play or 'N' to quit: ").upper()
    break
```

```
if third_fruit in fruit_list:
    player_guess.append(third_fruit)

    break
else:
    print("wrong input!!!, PLEASE enter fruits from the given list only, the fruits given are: ")
    print(" APPLE, BANANA, ORANGE, KIWI ")
```