

Day-04 Lecture Notes



Goal - Rock, Paper & Scissors Game



Topics Covered :

- Module - A file containing a set of function that you want to include in your code.
- Randomisation - A process of randomly assigning something or pick something.
- Random Module - Generates Pseudo Random Numbers
- `random.randint(a:int , b:int)` - Give Random No. between a & b (both inclusive)
- `random.random()` - Give Random No. from $0.0 \leq n < 1.0$
- `random.uniform(a:int ,b:int)` - Give Floating Point Number from $a \leq n \leq b$
- Lists - A Sequential Data Type to organise and store data, Mutable, Structured.
- `list.append(x)` - Add an item to the end of the list.
- `list.extend(iterable)` - Extend list by appending all items at the end of the list.
- `Index Error` - Tries to access an index that is invalid.

Tip1: Do not Learn Each & Every Function just learn how to find documentations/answers online.

Tip2 : Take Symbols and ASCII ARTS from : <https://ascii.co.uk/art>

▼ Goal

1. Create User Input and Computer Input (With Random Module)
2. Logic To Win the Game!
3. Print Symbols With Choices