

Python – Basics 4 Assignments

1. Create a Python program on repl.it with the title “NumGuess” In this program, the program should create a random integer in the range of 1-10. It should then prompt the user to guess the number. If correct, the program should congratulate the user; if wrong, the user should be told the correct number and to try again.

Here is an example of the console when the program is finished (your numbers could be different):

```
Guess a number (1-10): 7
CORRECT!
=> None
```

```
Guess a number (1-10): 4
The number was 5. Try again!
=> None
```

<Place a screen shot of your code and the output here>

2. Create a Python program on repl.it with the title “RandColorGuess”. In this program, the color should pick a random number (1-5) and depending on that number, pick one of 5 colors (of your choice) as the correct color. The user will then be prompted to guess the color. If they are correct, the program should congratulate them; if incorrect, they should be told the correct color and to try again.

Here is an example of the console when the program is finished (the colors will be different for you):

```
Your color guess: blue
Sorry, the color was purple. Try again!
=> None
```

```
Your color guess: red
Congrats! Good Guess!
=> None
```

<Place a screen shot of your code and the output here>

3. Create a Python program on repl.it with the title “CrapsDice” In this program, the program should generate two random integers that could appear on a standard 6 sided dice. The program will tell the user the two dice. If the two dice add up to a 7 or 11, the player wins and is congratulated. If the sum of the dice is 2, 3 or 12, the player ‘craps out’ and loses. If the player rolls anything else, they get another turn until they either win or crap out.

Here is an example of the console when the program is finished (the numbers may be different):

```
First die: 2
Second die: 2
You rolled a 4. Roll again.
=> None
```

```
First die: 1
Second die: 2
You crapped out. Sorry
=> None
```

```
First die: 2
Second die: 5
Congrats! You WIN!
=> None
```

<Place a screen shot of your code and the output here>

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4. Create a Python program on repl.it with the title “RandGumballs” In this program, the program should mimic a winnings of a gumball slot machine. The slot machine distributes a number of gumballs between 5 and 100 in groups of 5. The user will win a number of gumballs that is a multiple of 5. Create a program that decides how many gumballs the user will win. The program should ask the user if he/she wants to play. If yes, the program gives them gumballs as described above. If no, the program ends.

Here is an example of the console when the program is finished (inputs will be different for you):

```
Do you want to play Random Gumballs? yes
You won 35 gumballs!
=> None
```

```
Do you want to play Random Gumballs? no
Ok. Next time...
=> None
```

<Place a screen shot of your code and the output here>