

Lecture Notes:Week 7

From JOCWiki

from PIL import Image import random

end=100

1. details of ladder and where that moves the player

Ladder={8:26,21:82,43:77,50:91,54:93,62:96,66:87,80:100}

1. details of Snake and where they degrade the player

snake={40:22,46:5,48:9,52:11,55:7,59:17,64:36,69:33,73:1,83:19,92:51,95:24,98:28}

def show_board():

```
img=Image.open('snl.jpg')
```

```
img.show()
```

def check_ladder(points):

```
# this checks if their is ladder at the point where player reach in Dictaniory Ladder
```

```
if points in Ladder:
```

```
    print("Hurray! you got ladder")
```

```
    #Takes the value of ladder up move and reurn it as new position of player from Dictionary Ladder
```

```
    newpoint=Ladder[points]
```

```
    return newpoint
```

```
else:
```

```
    return points
```

def check_snake(points):

```
# this checks if their is snake at the point where player reach in Dictaniory snake
```

```
if points in snake:
```

```
print("Oops! Snake biten you ")  
#Takes the value of snake degrade move and reurn it as new position of player from Dictionary snake  
newpoint=snake[points]  
return newpoint
```

```
else:  
    return points
```

def reach_end(points):

```
if points==end:  
    return True  
else:  
    return False
```

def play():

```
#player 1 name  
p1_name=input("Player 1, Please enter your name: ")  
#player 2 name  
p2_name=input("player 2, please eneter your name: ")  
#initial points of player 1  
pp1=0  
#initial points of player 2  
pp2=0  
turn=0  
while(1):  
    if turn%2==0:
```

```
print(p1_name,'your turn')
c=int(input("Enter 1 for continue, 0 to Quit "))
if c==0:
    print(p1_name,'scored ',pp1)
    print(p2_name,'scored ',pp2)
    print("Quitting the game, Thanks for Playing")
    break

#generate a random from 1 to 6 as we throw dice
dice=random.randint(1,6)
print("Dice Showed: ",dice)
pp1=pp1+dice
pp1=check_ladder(pp1)
pp1=check_snake(pp1)
turn=turn+1
#check if the player goes beyond the board

if pp1>end:
    pp1=end

print(p1_name,'Your Score: ',pp1)

if reach_end(pp1):
    print(p1_name,' won')
    break
else:
    print(p2_name,'your turn')
    c=int(input("Enter 1 for continue, 0 to Quit "))
```

```

if c==0:
    print(p2_name,'scored ',pp1)
    print(p2_name,'scored ',pp2)
    print("Quitting the game, Thanks for Playing")
    break

#generate a random from 1 to 6 as we throw dice
dice=random.randint(1,6)
print("Dice Showed: ",dice)
pp2=pp2+dice
pp2=check_ladder(pp2)

pp2=check_snake(pp2)
turn=turn+1
#check if the player goes beyond the board

if pp1>end:
    pp1=end

print(p2_name,'Your Score: ',pp2)

if reach_end(pp2):
    print(p2_name,' won')
    break

```

show_board() play()

_____ The line 'if reach_end(pp1):' at the end needs to be corrected. Otherwise p2_name will not win even after crossing 100.

Minor correction made regarding the above aspect