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1.CHAPTER 4: GUESSING GAMES WITH RANDOM NUMBERS AND LOOPS

1.1. *Short summary for Loops*

Range function, allows you to run the code several times in a loop. The program should not name the variable i, it can be called otherwise. You can count down to zero by setting the range function in negative increments. If the program needs to count 2 or use some other increment: 1 way is to enter the third number in the range function, which will say that you need to count 2; 2 way - to do this - go ahead and count 1, but multiply the variable by 2.

2.1. *Short summary for While Loops*

The while format of the loop is very similar to the if statement. If the condition is met, the code in the loop will be repeated. Increment operators are often used with while loops. This can be done using subtraction and multiplication. There can be several ways to exit the loop. Using a boolean to trigger an event is a way to handle this.

3.1. *Short summary for Random Numbers*

To use random numbers, the first thing that should appear at the top of the program is import (statement). Random numbers can be created using the randrange function. For example, this code creates random numbers from 0 to 49. If a semicolon is required, the programmer can use this random function.

4.1. Results – Multiple Choice Quiz

quiz/progress.php

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Quiz	Questions	Questions Answered	Correct Answers	Attempts
Ch. 1: Calculations	11	11	11	11
Ch. 2: Languages	12	12	12	12
Ch. 3: Conditionals	9	9	9	9
Ch. 4: Loops	13	13	13	46
Ch. 5: Graphics	16	0	0	0
Ch. 6: Adv. Loops	8	0	0	0
Ch. 7: Lists	8	0	0	0
Ch. 8: Animation	7	0	0	0
Ch. 9: Functions	10	0	0	0
Ch. 10: Controllers	10	0	0	0
Ch. 11: BMP Graphics	7	0	0	0
Ch. 12: Classes	10	0	0	0
Ch. 13: Sprites	11	0	0	0
Ch. 14: Libraries	5	0	0	0
Ch. 15: Searching	10	0	0	0
Ch. 16: 2D Arrays	5	0	0	0
Ch. 17: Sorting	9	0	0	0
Ch. 18: Exceptions	7	0	0	0

5.1. Short summary for Lab

The idea for Camel originally came from the Heath user group. The idea is to ride a camel in the desert while you are being chased. You need to cope with your thirst, how tired the camel is and how far you are ahead of the natives. You can add sandstorms and other random events to the game to make it more interesting.