

## CSE 5120 Homework Assignment 1 – Fall 2021

Instructor: Dr. Kerstin Voigt

This assignment will have you write and run **one simple Python program**. The main objective of this assignment is to have you put your Python installation to the test and get familiar with the ways of programming in Python.

**Task (10 points):** Complete the nim.py program from Module 1.2. Much of the code is already given. The remaining parts have been sketched out, and you should find that they are not difficult. **Keep things simple:** the computer player is only supposed to make random moves; it need not be “clever” in any way. You should write your program so that you get the input/output behavior equivalent to what was displayed in the lecture.

**Submit by Wednesday, 9/08 at 11:59pm :** Via the Blackboard submission portal set up for this assignment, submit (1) a copy of your nim.py file, and (2) two screenshots of the Python interpreter window, one with the beginning moves in in the game, and one with the ending moves of the game.

Please adhere to the following naming rules when submitting your files.

**File naming:** For ease of identification of your submitted work, make sure that you adhere to the following **file naming convention:** for each file XYZ.py, or screenshot that you submit, name the file

LastName\_Firstname\_####\_XYZ.py(or, .<any other>)

where #### are the last four digits of your student id. **Your work may not be graded if you do not adhere to this naming convention.**