```
enemies = 1
def increase_enemies():
  enemies = 2
  print(f"enemies inside function: {enemies}")

increase_enemies()
print(f"enemies outside funciton: {enemies}")
```

```
     enemies inside function: 2
     enemies outside funciton: 1
```

```
game_level = 3

enemies=["Skeleton", "Zombie", "Creeper"]

if game_level < 5:
  new_enemy = enemies[0]

print(new_enemy)
```

```
Skeleton
```

```
#Modifying the Global Scope

enemies·=·1·#Global·Scope
def·increase_enemies():
··enemies·+=·1#Local·Scope
··print(f"enemies·inside·function:·{enemies}")

increase_enemies()
print(f"enemies·outside·funciton:·{enemies}")
```

```
---------------------------------------------------------------------------
UnboundLocalError                         Traceback (most recent call last)
<ipython-input-9-3209029b04d4> in <module>
```

El error anterior se debe a que dentro de la función no se conocia a la variable global, hay que enunciarla explicatamente

```
enemies = 1 #Global Scope
def increase_enemies():
  global enemies     #Ahora si funciona, porque cambiamos la variable global dentro de un ent
  enemies += 1  #Local Scope
  print(f"enemies inside function: {enemies}")

increase_enemies()
print(f"enemies outside funciton: {enemies}")
```

```
enemies inside function: 2
enemies outside funciton: 2
```

```
enemies = 1 #Global Scope
def increase_enemies():
  print(f"enemies inside function: {enemies}")
  return enemies + 1   #This calls the GLOBAL variable and changes it

enemies = increase_enemies()
print(f"enemies outside funciton: {enemies}")
```

```
enemies inside function: 1
enemies outside funciton: 2
```

```
#Global constants


PI = 3.1415926
```

```
logo = """
  _______                      __   __                          __
 |   _   .--.--.-----.-----.-----.   |  |_|  |--.-----.   .-----.--.--.--------|  |--.-----.-
 |.  |___|  |  |  -__|__ --|__ --|   |   _|     |  -__|   |     |  |  |        |  _  |  -__|
 |.  |   |_____|_____|_____|_____|   |____|__|__|_____|   |__|__|_____|__|__|__|_____|_____|_
 |:  1   |
 |::.. . |
 `-------'

"""
```

```
import random as rd
print("Welcome to guess the number, I'm thinking a number between 1 and 100")

number = rd.choice(range(1,100))

def guesser():
  guess=int(input('Make a guess: '))
  if guess == number:
    return 0
  elif guess < number:
    print("Too low")
    print("Guess again!")
  else:
    print("Too high")
    print("Guess again!")


def game():

  Should_stop = False
  print(logo)
  dif = input("Choose your difficulty type 'easy' or 'hard': ")
  if dif == "easy":
    lives=10
  else:
    lives=5

  while not Should_stop:
    if lives !=0:
      print(f"You have {lives} attempls remaining to guess the number")
      a=guesser()
      lives -= 1
      if a==0:
        print(f"You win the number was {number}")
        return
    else:
      print(f"You've run out of guesses, you lose... The number was {number}")
      return


game()
```

```
Welcome to guess the number, I'm thinking a number between 1 and 100

 _______                             __   __                                  __
|   _   .--.--.-----.-----.-----.   |  |_|  |--.-----.   .-----.--.--.--------|  |--.--
|.  |___|  |  |  -__|__ --|__ --|   |   _|     |  -__|   |     |  |  |        |  _  |
|.  |   |_____|_____|_____|_____|   |____|__|__|_____|   |__|__|_____|__|__|__|_____|__
|:  1   |
|::.. . |
`-------'
```

```
Choose your difficulty type 'easy' or 'hard': y
You have 5 attempls remaining to guess the number
Make a guess: 3
Too low
Guess again!
You have 4 attempls remaining to guess the number
Make a guess: 3
Too low
Guess again!
You have 3 attempls remaining to guess the number
Make a guess: 3
Too low
Guess again!
You have 2 attempls remaining to guess the number
Make a guess: 3
Too low
Guess again!
You have 1 attempls remaining to guess the number
Make a guess: 3
Too low
Guess again!
You've run out of guesses, you lose... The number was 55
```