HKUST Future-Ready Scholars Introduction to Game Programming using Python

Part 2

4 May 2024

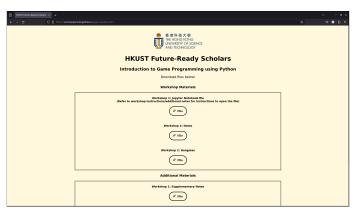


Google Colab

Login to your Gmail account.

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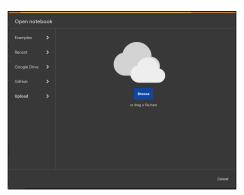
All materials today are at: https://bit.ly/ustidpo



Download all files that belong to Workshop 2.

Jupyter Notebook

Now upload your Jupyter Notebook file with **Files** → **Open Notebook**.



Upload the file Hangman.ipynb.

Using Jupyter Notebook

You can type your code in these blocks. We call these blocks code cells.



You can run a code cell with the button on the left.



Let's look at what we learnt last time.

Examples of valid integers

```
a = 5
```

b = 1000000

c = -1984

Examples of valid strings

```
a = "5"
```

b = "haha"

c = 'some words'

Arithmetic Operators

Some basic and commonly-used operators:

```
+: add -: minus,
```

*: multiply /: divide

The print() statement

print(*objects)

*objects - the things you want to print (put on the screen)

The input() statement

input(prompt)

where prompt is quite literally what it means. It prints the prompt, then returns the value inputted as a string.

Comparison Operators

There are 6 comparison operators:

Operator	Meaning
==	equal to
>	larger than
>=	larger than or equal to
<	smaller than
<=	smaller than or equal to
!=	not equal to

if, elif and else

if, elif and else clauses are used to decide whether some code should be executed. Whenever one is fulfilled, all others are ignored.

```
if condition1: # if condition1 is true
    # Do something, ignore all elif and else below
elif condition2: # if condition2 is true
    # Do something, ignore all elif and else below
elif condition3: # if condition3 is true
    # Do something, ignore all elif and else below
else: # if all the conditions above are false
    # Do something
```

The and logic operator

The and operator makes it so that both conditions have to be fulfilled in order for the code it is under to execute.

The or logic operator

The or operator makes it so that only 1 of the conditions have to be fulfilled in order for the code it is under to execute.

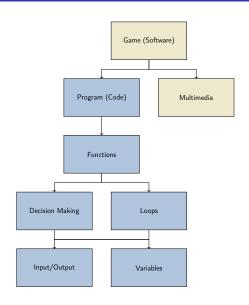
The not logic operator

The not operator reverses the condition is it attached to.

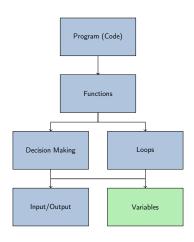
Multiple logic operators

One can chain multiple logic operators together, but to be safe add brackets () to make sure the condition works as intended.

World of Game Coding



Contents



Imagine you have a bunch of variables you want to store. For example, if you have a bunch of people's names.

```
name0 = "Chris Wong"
name1 = "Desmond Tsoi"
name2 = "Phoebe Mok"
name3 = "Nancy Ip"
```

That is annoying to store and access.

What if instead, we store it in the same thing, as a... list?

Lists are declared by surrounding the items with [], and separating each item with a comma.

We can get the name from a list by getting the corresponding item.

How? With list[index].

The first item in the list is the 0^{th} item, second is 1^{st} item, etc...

We call this zero-indexing.

Note: Some programming languages use one-indexing instead.

If you approach another programming language, be careful.

Another example:

One more example in the context of Hangman:

```
To get the length of a list, we can use the len() function.
```

```
numbers = [0, 1, 1, 2, 3, 5]
print(len(numbers)) # 6
word_list = ["p", "y", "t", "h", "o", "n"]
print(len(word_list)) # 6
```

To edit an element of a list, assign the new value to the correct index.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers) # [0, 1, 1, 2, 3, 5]
numbers[1] = 100 # Edit the second element (index 1)
print(numbers)
# Output: [0, 100, 1, 2, 3, 5]
```

Another example in the context of Hangman:

```
word_list = ["p", "y", "t", "h", "o", "n"]
print(word_list) # ['p', 'y', 't', 'h', 'o', 'n']
word_list[3] = "a" # Edit the fourth element (index 3)
print(word_list)
# Output: ['p', 'y', 't', 'a', 'o', 'n']
```

To add an element to the end to a list, we use the append(value) list function.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers, "length:", len(numbers))
# Output: [0, 1, 1, 2, 3, 5] length: 6
numbers.append(100) # Add 100 to the end of the list
print(numbers, "length:", len(numbers))
# Output: [0, 1, 1, 2, 3, 5, 100] length: 7
```

Another example in the context of Hangman:

```
word_list = ["p", "y", "t", "h", "o", "n"]
print(word_list, "length:", len(word_list))
# Output: ['p', 'y', 't', 'h', 'o', 'n'] length: 6
word_list.append("a") # Edit the fourth element (index 3)
print(word_list, "length:", len(word_list))
# Output: ['p', 'y', 't', 'h', 'o', 'n', 'a'] length: 7
```

We can check if an element is in a list with the in operator.

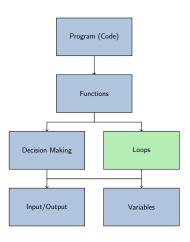
```
numbers = [0, 1, 1, 2, 3, 5]
if 0 in numbers:
    print("0 is in numbers.") # This line is run
else:
    print("0 is not in numbers.")
if 8 in numbers:
    print("8 is in numbers.")
else:
    print("8 is not in numbers.") # This line is run
```

```
Another example in the context of Hangman:
word_list = ["p", "y", "t", "h", "o", "n"]
if "y" in numbers:
    print("y is in the word list.")
else:
    print("y is not in the word list.")
if "a" in numbers:
    print("a is in the word list.")
else:
    print("a is not in the word list.")
```

```
Another example in the context of Hangman:
word_list = ["p", "y", "t", "h", "o", "n"]
if "y" in word_list:
    print("y is in the word list.") # This line is run
else:
    print("y is not in the word list.")
if "a" in word_list:
    print("a is in the word list.")
else:
    print("a is not in the word list.")
```

```
Another example in the context of Hangman:
word_list = ["p", "y", "t", "h", "o", "n"]
if "y" in word_list:
    print("y is in the word list.") # This line is run
else:
    print("y is not in the word list.")
if "a" in word_list:
    print("a is in the word list.")
else:
    print("a is not in the word list.") # This line is run
```

Contents



Loops

What do you do if you want to do something repeatedly in code? print("Count:", 0) print("Count:", 1) print("Count:", 2) print("Count:", 3) print("Count:", 4) print("Count:", 5) print("Count:", 6) print("Count:", 7) print("Count:", 8) print("Count:", 9) print("Done.")

Let's turn this into a loop.

Example:

```
i = 0 # Initialising i as 0
while i < 10:
    print("Count:", i)
    i = i + 1
print("Done.")
Let's run through it together.</pre>
```

Example:

```
i = 0
while i < 10: # i is 0, which is smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i) # Count: 0
    i = i - 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1 # i goes from 0 to 1, then we go back up
print("Done.")</pre>
```

Example:

```
i = 0
while i < 10: # i is 1, which is smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i) # Count: 1
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1 # i goes from 1 to 2, then we go back up
print("Done.")</pre>
```

```
Example:
```

```
i = 0
while i < 10: # i is 2, which is smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i) # Count: 2
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1 # i goes from 2 to 3, then we go back up
print("Done.")</pre>
```

```
Example:
```

```
i = 0
while i < 10: # i is 3, which is smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")
This goes on and on...</pre>
```

Example:

```
i = 0
while i < 10: # i is 9, which is smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i) # Count: 9
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1 # i goes from 9 to 10, then we go back up
print("Done.")</pre>
```

```
Example:
```

```
i = 0
while i < 10: # i is 10, which is NOT smaller than 10
    print("Count:", i)
    i = i + 1
print("Done.")</pre>
```

```
Example:
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1
print("Done.") # "Done." is printed</pre>
```

```
Example:
```

Indentation

Just like if-clauses, the indentation must be consistent for statements in the loop. This also applies to for loops, which we will get into very soon.

Example in the context of Hangman:

```
max = 6
wrong_guess = 0
while wrong_guess < max:
    print("You have", max - wrong_guess, "guesses left.")
    # Some more code to decide if the guess is wrong</pre>
```

Example:

```
for i in range(10):
    print("Count:", i)
print("Done.")
```

Python range

Python range is a thing of mystery. When you do range(n), where n is an integer, Python generates a range of integers from 0 to n - 1.

Example:

```
for i in range(10):
    print("Count:", i)
print("Done.")
```

```
for i in range(10):
    print("Count:", i)
print("Done.")
is equivalent to
i = 0
while i < 10:
    print("Count:", i)
    i = i + 1
print("Done.")
```

Both loops go from 0 to 9, and give identical output.

Another example:

Let's combine lists with a for loop.

This is one way we go through a list.

Instead of using the index, there is another way to go through a list:

The output is identical to the previous example.

Lists

Lists are represented with [] to hold multiple variables, where the $i^{\rm th}$ item is at index i-1.

Lists with functions

If a list is called 1, one can:

- print the list with print(1).
- get the length of 1 with len(1).
- get/edit the element at index i with 1[i].

List functions

If a list is called 1, one can:

- append a value v to 1 with 1.append(v).
- use the in operator to check if a value v is in a list.

```
e.g.: if v in 1:
```

while loops

while condition:

Do code

Code in the while block are run while the condition is fulfilled.

Do make sure that the while loop can be exited.

for loops and range

```
n = 5 # Example
for i in range(n):
     # Do code with each number from 0 to n - 1
range(n) returns a range of integers that starts from 0 and ends at n - 1.
```

for loops and lists

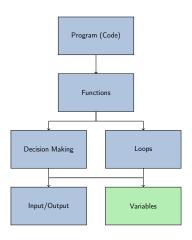
```
1 = [...] # A list with items
for i in 1:
    # Do code with each item in the list
for loops can be directly applied onto lists.
```

The End Thank you!

Additional content

Here are some additional content that we didn't have time to mention in the workshop.

Contents



To insert an element to a particular position in a list, we use the insert() list function.

The insert(i, value) inserts the value at index i, and push everything after to the right.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers, "length:", len(numbers))
# Output: [0, 1, 1, 2, 3, 5] length: 6
numbers.insert(2, 100) # Add 100 to index 2 of the list
print(numbers, "length:", len(numbers))
# Output: [0, 1, 100, 1, 2, 3, 5] length: 7
numbers.insert(7, 200) # Same as numbers.append(200)
print(numbers, "length:", len(numbers))
# Output: [0, 1, 100, 1, 2, 3, 5, 200] length: 8
```

To remove an element from a list, we use the remove() list function.

The remove(value) function removes the **first** occurrence of value.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers, "length:", len(numbers))
# Output: [0, 1, 1, 2, 3, 5] length: 6
numbers.remove(1) # Remove the first occurence of number 1
print(numbers, "length:", len(numbers))
# Output: [0, 1, 2, 3, 5] length: 5
```

```
The reverse() list function reverses a list's contents.

numbers = [0, 1, 1, 2, 3, 5]

print(numbers, "length:", len(numbers))

# Output: [0, 1, 1, 2, 3, 5] length: 6

numbers.reverse() # Reverse the list

print(numbers, "length:", len(numbers))

# Output: [5, 3, 2, 1, 1, 0] length: 6

print(numbers[0])

# Output: 5
```

The count(item) list function counts the number of occurence of item in a list.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers.count(1))
# Output: 2
print(numbers.count(100))
# Output: 0
```

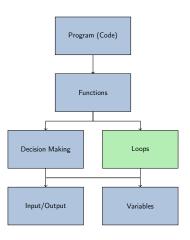
The index(item) list function finds the index of the first occurrence of item in a list.

```
numbers = [0, 1, 1, 2, 3, 5]
print(numbers.index(1))
# Output: 1
print(numbers.index(5))
# Output: 5
print(numbers.index(100))
# Output: No output, error, 100 is not in the list
```

```
Combining in and list.index():
numbers = [0, 1, 1, 2, 3, 5]
if 5 in numbers:
    print("The index of 5 in the list is", numbers.index(5))
# Output: The index of 5 in the list is 5
```

```
The sort() list function sorts a list's contents.
numbers = [6, 5, 1, 2, 3]
print(numbers, "length:", len(numbers))
# Output: [6, 5, 1, 2, 3] length: 5
print(numbers[0])
# Output: 6
numbers.sort() # Sort the list
print(numbers, "length:", len(numbers))
# Output: [1, 2, 3, 5, 6] length: 5
print(numbers[0])
# Output: 1
```

Contents



We can also apply boolean values to while loops.

```
equal_to_5 = False
count = 0
while not equal_to_5:
    if count == 5:
        equal_to_5 = True
    count = count + 1
print("Done.") # "Done." is printed
```

The range in Python does not always have to start at 0.

Custom range

Given range(a, b), a for loop will iterate from a to b - 1.

List functions

If a list is called 1, one can:

- insert a value v to 1 at index i with 1.insert(i, v).
- remove the first occurrence of a value v with 1.remove(v).
- reverse the list with 1.reverse().
- count the occurrence of value v with 1.count(v).
- get the index of the first occurrence of a value v with l.index(v).
- sort the list with 1.sort().

Boolean conditions of while

You can apply boolean conditions to while loops.

```
status = True # Or False, or a condition with variables
while status: # Can also add "not"
     # Do something
```

Custom range

```
Given range(a, b), a for loop will iterate from a to b - 1.
sum = 0
for i in range(100, 102):
    sum = sum + i
print(sum) # Output: 201
```

End of Additional Contents Made in LATEX Last updated: 12 Apr 2024