

PILL GAMES

Master Data Science 2022/23

By Marco Hernani and Lien Chin

Incidents. Learning.

We didn't know how to target the randint function with the random library. Something was wrong, but we didn't know why. We ran `escape ii` to interrupt the code and we solved it.

We had an error in first game not taking into account that the input returns string and we needed it to be integer. We solved it by putting the int function wrapping the input and the code came out.

At first, in the second game, we were going to make a dictionary with 9 tuples that had all the elections, both losers and winners. We made the dictionary. But then we realised that we could make it smaller with just the winning choices, the more efficient code, and we changed it. Also, first created the values 0, 1, 2 for draw, lose, win, but we realised that 0, 1, -1 was more practical and efficient.

We have consolidated some knowledge and learned more about functions and loops.

Lien:

Thanks to my colleague I could see how to make the code more synthetic and clearer, learning about functions and he helped me to incorporate shortcuts like `escape+F` to find and replace, `escape+ii` to interrupt the code, the difference between importing a complete library and bringing only the library function, and to know how the random library and its functions (`choice` and `randint`).