Assignment Day 5 | 5th June 2020

For any doubts regarding the assignment, ask questions in the Free Coding School Group in the Community.
Submit Assignments by 6th June 2020 11:00 AM.

Assignment Submit Form : https://bit.ly/FcsAssignement

Submit assignments in Appropriate Dropdowns

Question 1:

WAP to Handle File using Python Script.
1. Opening a File
2. Writing - I love FCS
3. Close the file
4. Open the file again
5. Show the content on screen

Question 2:

FCS Silver Project (Refer Course PPT for more details)
- You now know enough to create a real program!
- For your first silver project you will create a Tic Tac Toe game for 2 human players.
- Let's describe what the game will be like...
- 2 players should be able to play the game (both sitting at the same computer)
- The board should be printed out every time a player makes a move

- You should be able to accept input of the player position and then place a symbol on the
board

● Creating your first full program is always a big leap, but you will come out the other end a
much better programmer!
● We've set up a walkthrough notebook for you to help guide you along with the functions
you will need to create.
● Let's explore what the game will look like once it is done
● We'll also cover a few useful functions and go through the walkthrough notebook.
● Let's get started!

Solution Steps:
● We need to print a board.
● Take in player input.
● Place their input on the board.
● Check if the game is won,tied, lost, or ongoing.
● Repeat b to d until the game has been won or tied.
● Ask if players want to play again.

Step 1 : Write a function that can print out a board. Set up your board as a list, where each index 1-9 corresponds with a number on a number pad, so you get a 3 by 3 board representation.

Step 2 :Write a function that can take in a player input and assign their marker as 'X' or 'O'. Think about using while loops to continually ask until you get a correct answer.

Step 3 : Write a function that takes in the board list object, a marker ('X' or 'O'), and a desired position (number 1-9) and assigns it to the board.

Step 4 : Write a function that takes in a board, along with marker and checks to see if someone has won.

Step 5 : Write a function that uses the random module to randomly decide which player goes first. You may want to lookup random.randint() Return a string of which player went first.

Step 6 : Write a function that returns a boolean indicating whether a space on the board is freely available.

FAQs

Q. When do I submit the Assignments and how?

A. All Assignments have to be submitted by 11 AM (on the same day). You can use Google Colab to Submit your Assignments.

Q. Where do I get class links for next session?

A. All sessions will be Live on Youtube from Day-1 to Day-7 at 11:00 AM, Subscribe to LetsUpgrade YouTube Channel. You'll also get an email with the link to the live session.

Q. I have some doubt, whom do I ask?

A. (a) Post your Queries on the community, someone will help you out.
(b) We have a discussion group which you can access by Joining LetsUpgrade Telegram Channel (@letsupgrade_in).

Q. *Sir don't have anaconda so how can I solve the assignment ?*

A. Use Google Colab : Click me

Q. Can we submit multiple .py or .ipynb assignment solution files for each question separately?

A. You can zip all the files together and submit. Make sure you are submitting a single file.

Q. How can we know if my assignment is verified or not?And is it successfully submitted or not?

A. You will receive a mail for your successful submission. You will get a mail like this: