import random  
import pickle  
  
with open("Boris.txt", "r") as file:  
 data = file.read()  
 data\_into\_list = data.split("\n")  
print(data\_into\_list)  
  
  
data\_filter = []  
for name in data\_into\_list:  
 if name not in data\_filter:  
 data\_filter.append(name)  
  
print(data\_filter)  
  
class Player:  
 def \_\_init\_\_(self , name): # ici j ai juste besoin du nom de mon objet  
 self.name = name  
 self.puissance = random.randint(10,260)  
 self.resistance = random.randint(10,260)  
 def info(self): # ce ci est ne methode de la classe Player  
 print("{} a une puissance de {} et une resistance de {}".format( self.name, self.puissance , self.resistance ) )  
  
listplayer = []  
for name in data\_filter:  
 listplayer.append(Player(name)) # j ai ici une liste rempli d objet  
listplayer[4].info() # j applique la methode a chaque objet selectionner  
  
print(listplayer)  
  
with open("Player.txt", "w") as fichier:  
 for item in listplayer:  
 fichier.write("%s\n" % item.name)  
# for text in listplayer:  
# listplayer.append(Player(text))  
# record\_1 = fichier.write(text[0])  
# record = fichier.write("boris daryl 20\n")  
# record = fichier.write("boris daryl 30\n")  
print(fichier)  
print(fichier.name)  
  
# Procedure d identification  
check = False  
username = input("Enter username: ")  
for user in data\_filter:  
 if user == username:  
 check = True  
 print("Username is: " + username)  
if check == False:  
 print("please try angai")  
  
  
print(data\_filter)