pyMatch

Lab # 4

BY

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***“On my honor, as a Mississippi State University student, I have neither given nor received unauthorized assistance on this academic work.”***

***Signature X\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

CSE1284 Introduction to Computer Programming

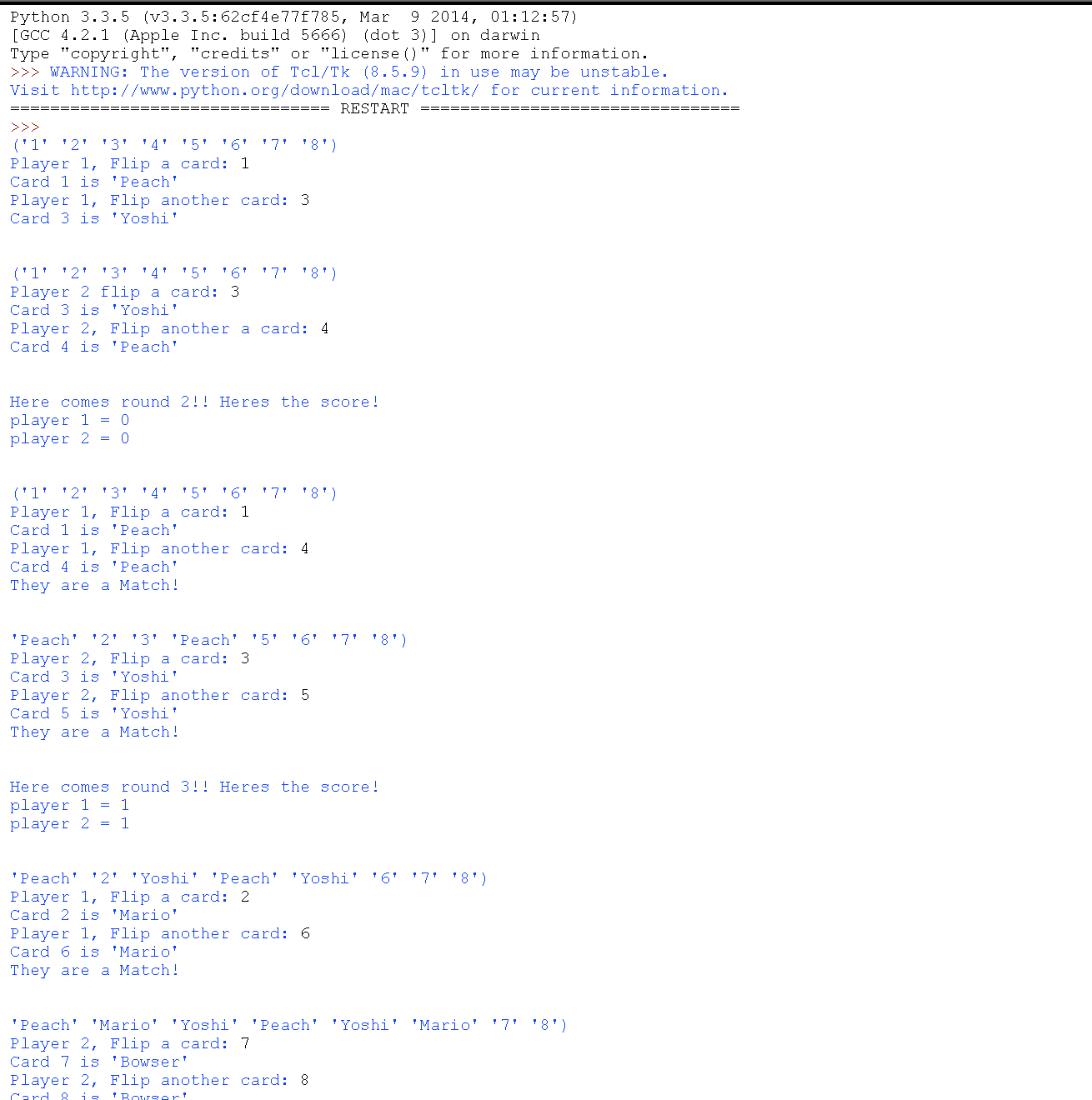
Class Section # 1

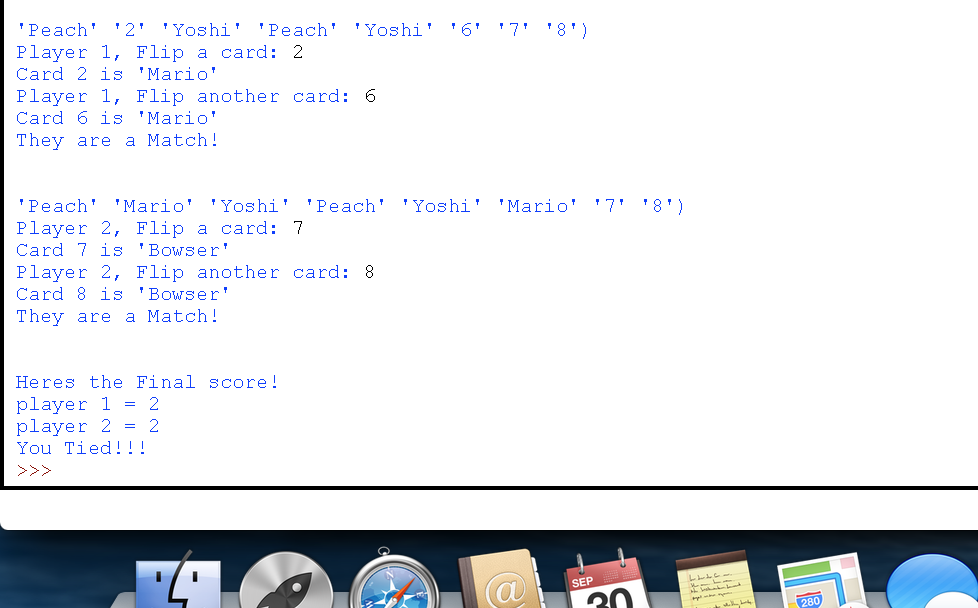
Josh Crowson  
Sep 30, 2014

Problem: Develop a game of flipping cards, if they match show the cards, keep track of the score. 2 player game with at least 8 cards, highest score wins

Solution: See attached flowchart\*\*

Sample Execution





Analysis and conclusion: Lab was medium level difficulty, once I had the format structure done, it wasn’t as hard, really helped figure out how to fine tune my if statements involving math, very challenging as I did the bonus but a very fun lab none the least. Really helped me master IF and ELIF statements.

Code: Submitted via Mycourses.