Object Oriented Programming
Python – Module, Package, Class, Polymorphism

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2022/06/09

Spyder (Python 3.6)

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C:\Users\110310138\Games

Editor - C:\Users\110310138\Games\main.py

guess.py   main.py

```
 8 import guess as gs
 9 computer = gs.figure_guess()
10
11 player = input("請輸入「剪刀」、「石頭」、「布」? ")
12
13 print("電腦出", computer)
14
15 if player == "剪刀":
16     if computer == "剪刀":
17         print("平手")
18     elif computer == "石頭":
19         print("電腦獲勝")
20     elif computer == "布":
21         print("玩家獲勝")
22 if player == "石頭":
23     if computer == "剪刀":
24         print("玩家獲勝")
25     elif computer == "石頭":
26         print("平手")
27     elif computer == "布":
28         print("電腦獲勝")
29 if player == "布":
30     if computer == "剪刀":
31         print("電腦獲勝")
32     elif computer == "石頭":
33         print("玩家獲勝")
34     elif computer == "布":
35         print("平手")
```

IPython console

Console 1/A

```
In [6]: runfile('C:/Users/110310138/Games/main.py', wdir='C:/Users/110310138/Games')
Reloaded modules: guess

請輸入「剪刀」、「石頭」、「布」? 剪刀
電腦出 石頭
電腦獲勝

In [7]: runfile('C:/Users/110310138/Games/main.py', wdir='C:/Users/110310138/Games')
Reloaded modules: guess

請輸入「剪刀」、「石頭」、「布」? 剪刀
電腦出 布
玩家獲勝

In [8]:
```

IPython console   History log

Permissions: RW   End-of-lines: CRLF   Encoding: UTF-8   Line: 1   Column: 24

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C:\Users\110310138\Games

Editor - C:\Users\110310138\Games\untitled1.py

guess.py　　main.py　　untitled1.py*

```python
1 # -*- coding: utf-8 -*-
2 """
3 Created on Thu Jun  9 14:37:18 2022
4
5 @author: 110310138
6 """
7
8 import math
9 import random
10
11 class Location():
12
13     def __init__(self):
14         self.x = random.randint(0,10)
15         self.y = random.randint(0,10)
16
17     def move(self):
18
19         return (self.x, self.y)
20
21 class mydata(Location):
22
23     def __init__(self):
24         super().__init__()
25
26     def nameandID(self):
27         return "Channel Liu 110310138"
```

IPython console

Console 1/A

```
In [11]: runfile('C:/Users/110310138/Games/untitled1.py', wdir='C:/Users/
110310138/Games')
消費者的資料 : Channel Liu 110310138
我的位置 : (2, 3)


快篩剩餘數量 746
藥局位置 : (10, 2)


我與藥局間的距離 8.06225774829855

In [12]:
```

IPython console　　History log

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Spyder (Python 3.6)

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C:\Users\110310138\Games

Editor - C:\Users\110310138\Games\untitled1.py

guess.py   main.py   untitled1.py*

IPython console

Console 1/A

```python
28
29 class drugstore(Location):
30
31     def __init__(self):
32         super().__init__()
33
34     def count(self):
35         return random.randint(0,1000)
36
37 def Distance(s, p):
38     d = math.sqrt((s[0] - p[0]) ** 2 + (s[1] - p[1]) ** 2)
39     print("我與藥局間的距離", d)
40
41 me = mydata()
42 s1 = me.move()
43 print("消費者的資料 :", me.nameandID())
44 print("我的位置 :", s1)
45 print("\n")
46
47 drug = drugstore()
48 p1 = drug.move()
49 print("快篩剩餘數量", drug.count())
50 print("藥局位置 :", p1)
51 print("\n")
52 Distance(s1, p1)
53
```

```
In [11]: runfile('C:/Users/110310138/Games/untitled1.py', wdir='C:/Users/110310138/Games')
消費者的資料 : Channel Liu 110310138
我的位置 : (2, 3)


快篩剩餘數量 746
藥局位置 : (10, 2)


我與藥局間的距離 8.06225774829855

In [12]:
```

IPython console   History log

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