

# CP109L 110-1 HW6 assignment

Organize your questions and the solutions (including the source code listing using Roboto Mono font, input/output for programming-writing questions) to *all six* questions, into a document of a word processor. Google Doc is recommended, because it allows you and your teammate to co-edit a document. Put the following files (with your student ID numbers as the file name prefix).

1103790\_110379\_hw6.pdf,  
1103790\_1103799\_hw6\_q1.py,  
1103790\_1103799\_hw6\_q2.py,  
1103790\_1103799\_hw6\_q3.py,  
1103790\_1103799\_hw6\_q4.py,  
1103790\_1103799\_hw6\_q5.py,  
1103790\_1103799\_hw6\_q6.py

into a folder named as 1103790\_1103799\_hw6, compress this folder into 1103790\_1103799\_hw6.zip, and then upload this file to portal's homework section

1. Ch2 #17 (p.184)
2. Ch2 #35 (p.189). Each generated number and the subtotal at each round need printing.
3. Using the random module, continuously draw a number between 1 and 10, till 7 is drawn. Each drawn number needs printing. The output looks like the following:  
The computer draws 2  
The computer draws 1  
The computer draws 10  
The computer draws 3  
The computer draws 1  
The computer draws 7  
The end.
4. (Continued) Add the line number at the beginning of each line of the output. The output looks like the following:  
1) The computer draws 2  
2) The computer draws 1  
3) The computer draws 10  
4) The computer draws 3  
5) The computer draws 1  
6) The computer draws 7  
The end.

5. (Continued) Mark an asterisk and "(lucky)" in the line if the line number equals the drawn number. The output looks like the following:

1) The computer draws 2  
2) The computer draws 1  
3) The computer draws 10  
4)\* The computer draws 4 (Lucky)  
5) The computer draws 1  
6) The computer draws 7  
The end.

6. Re-visit the rock-paper-scissors problem (it is also the question of ch2 #40, p.190) in the previous assignment and enhance it so that:
- we can play the game repeatedly;
  - it will keep the user's statistics record (how many wins, ties, and losses)
  - we can end the game if we enter -1. Then, it will print out our statistics and winning rate (for example, 10 wins out of 15 games).