

Lab: Modules

The aim of this lab is to modify your program to use separate modules for different elements in your application.

Break your application up into two or more modules as you consider appropriate. For example, you might have

- *player* module to hold the Player class
- *utils* module for utility functions such as get yes or no
- *constants* module for constant values (keeps them separate from body of code and thus they will be less likely to be modified)
- *main* number guess game module for the main game play code

Make sure you import from modules as appropriate.

Now that we know about module and the main module you should modify your main game play module to check that it is the main module before starting the game play activity. For example:

```
if __name__ == "__main__":  
    main()
```