

SECTION 11: MILESTONE PROJECT - 2 hours 18 minutes, 12 sections

• 4/12 Player Class

○ -> the player class -> so the player can hold cards in their hand

- players should be able to add or remove cards to their hands (single or multiple)
- -> translating a deck of cards into a Python list
- -> you draw from the top of the deck and remove cards from the bottom
 - indexing -1 and +1 to be right and left
- -> self.all_cards
- -> **she's created a list of cards ["A","B","C"]**
 - -> play the cards from the top of the hand (pop(0)) -> the card on the top of the hand is moved onto the table
 - -> the card is added to the bottom of their hand -> cards.append("W")
 - **we are making a model of the physical game**
 - -> new = ['X','Z']
 - -> **the extend method -> cards.extend(new)**
 - extend takes a list and merges it with the existing list
 - we can't use append
 - appending a list -> a nested list
 - drawing a list rather than a single card (nested lists rather than cards)
 - -> this is why extend is used

○ -> in the .ipynb file

- she defines a player class
- -> **def __init__(self, name):** <- initialising the attributes we want in the class
 - self.name = name
 - self.all_cards = []
- -> **def remove_one(self):**
 - -> she also defines another method called add_cards (adding cards to the deck), another one is self
 - -> self.name
 - -> then returning outputs using an f string literal
- -> **then she's making an instance of it**
 - adding cards
 - new cards
 - -> list of card objects
- -> another method she's defining adds cards to the deck
- -> **then is testing the methods in a new instance of the card**
 - -> adding cards to the deck of the cards
 - -> she's also printing out the new card which was added to the hand
 - -> she has then added three new cards in a list of cards -> using the example in the JN, you can add any number of cards to the deck