SECTION 6: METHODS AND FUNCTIONS, 2 hours 54 mins, 30 parts

- **7/29 Interactions between Python Functions**
  - **-> Python notebooks contain multiple functions interacting with each other**
    - -> creating multiple functions to mimick the red ball monte game (a ball under one of three cups) <- so a Python list with two empty strings and then one string with 'o' for the ball
    - -> this is to show multiple functions interacting with each other

  - **-> in the .ipynb file**
    - from random import shuffle <- this is importing shuffle
    - example = [1,2,3,4,5,6,7,8,9,10]
    - shuffle(example) <- this stores example as example all randomly shuffled (it's returning a NoneType, the shuffled list has been stored as example

    - defining the first function <- **when problem solving, you can define multiple functions at each state of the problem solving process, then combine them for the result, which you interpret etc**
      - def shuffle_list(mylist):
        - shuffle(mylist)
        - return mylist <- so we've defined a function which takes the input list and shuffled it (it returns the same list, shuffle

      - **-> then she's defined a second function for the red ball monte game**
        - inside the function
          - guess = ''
          - **while guess not in [,,,]: <- it keeps on asking for a guess, until it's in that list**
            - guess = input("...")
          - -> then return int(guess)
          - -> so this function takes a guess

      - **-> then she defines a third function the two functions**
        - -> def check_guess(mylist,guess):
          - if mylist[guess] == 'o':
            - print("Correct")
          - else:
            - print("Wrong")

      - **-> then she combines all three functions into a final function**
        - **-> the JN is basically a giant calculator for problem solving -> putting different parts of the problem into different functions makes the problem solving thought process clearer**
        - **-> this allows for more complex problem solving**