

SECTION 7: MILESTONE PROJECT - 1, 1 hour 40 minutes, 9 parts

• 5/9 Simple User Interaction

○ -> simple user interaction

- a simple game
- -> the program
 - displays a list
 - has a user choose an index position
 - replaces a value at an index position with the user's chosen input
 - and checking if the user wants to exit at any point
 - we are stringing together all of the functions defined in the previous notebook

○ -> in the .ipynb file

▸ -> the different functions

- one for displaying the TTT board
- another for the replacement choice
- a game_on choice -> to see if the user wants to exit
- -> **we have a lot of different functions which are being combined to produce the program**

▸ -> interacting with the program

- choose a position to replace another
- -> it's a series of combined functions which together make a program
- -> and they are asking for inputs

▸ -> coding the different functions in the program

• position choice

- -> the initial choice is invalid
- -> the choice has to be 0, 1 or 2
- -> the choice is passed in as a string from the input
- -> it's asking for an input
- -> if the input isn't in the input it wants -> then it returns that there is an invalid choice
- -> return int(choice)
- -> **then she's testing the function once it's written**
- -> **so the program is made of many separate functions combined**
- -> there is another variable called game_list

• -> then she's defined a second function which takes a new user input and updates the results on the ttt board

• -> to make sure that the user keeps playing

- she copies and pastes the position choice
- **while choice not in ['Y','N']:**
 - -> in other words, she's making sure that the user enters an acceptable input -> and if they don't, then it repeats the request and returns an error message
 - -> and the function outputs a boolean

○ while game_on:

- display_game(game_list)
- -> **in other words, this function is saying -> if the user exits the program then we are returning the updated game list**

- -> the game list is updated
- -> **then she's testing the function with different edge cases**

- -> **the ability to**
 - **display information to the user**
 - **accept information**
 - **validate it**
 - **update what the user is seeing**