Python – Interim Assessment 1

Overview

The passing grade for this exercise is 80%.

To receive a passing grade, you should ensure that your programs adhere to the following points:

- Meet the requirements outlined in the question <u>in an optimal manner</u>
- Adhere to proper naming convention rules
- Use comments to explain your rationale, where felt necessary
- Ensure that code is correctly indented and is professionally presented

To maintain the integrity of this assessment, we ask that you <u>do not seek assistance on the course forums</u> in respect of these exercises. Any such posts made by learners will be immediately removed.

On receipt of your submission, an eTutor will provide you with constructive feedback.

Please turn over to begin the assessment.

You have been asked to develop a new computer game called *Card Busters!!!*

There are two players playing the game. Both players are given seven cards each.

Here are the values of player one's cards.

10,6,8,9,7,12,7

Here are the values of player two's cards.

7,6,9,5,2,8,11

There are seven rounds in the game. Each round, the value of the players' cards for that particular round are compared to see who has the highest valued card. The player with the highest value card wins the round.

For example, in round 1, player one will play a card with a value of 10. Player two will play a card with a value of 7. Player one wins the round.

If both cards have the same value, it is a tie.

At the end of the game (after seven rounds), the program should determine which player has won the game overall (won the most rounds) or if the game has ended in a tie.

Save the program as **exercise1.py**

The desired program output is shown below.

**********Card Busters**********

Round number 1: Player 1 wins the round, with 10 beating 7
Round number 2: This round has ended in a draw
Round number 3: Player 2 wins the round, with 9 beating 8
Round number 4: Player 1 wins the round, with 9 beating 5
Round number 5: Player 1 wins the round, with 7 beating 2
Round number 6: Player 1 wins the round, with 12 beating 8
Round number 7: Player 2 wins the round, with 11 beating 7

Player 1 wins the game, by 4 wins to 2