

Work on project. Stage 3/5: Working on the gameplay

Project: Last Pencil (Python).

Working on the gameplay

 Hard  1811

✓ 2 days ago

Description

An interesting idea has come to your mind. Let's change the rules of game. Players take turns taking `X` pencils until none of them remain.

Objectives

Expand your program by creating a loop. Each player takes turns removing pencils until 0 pencils remain on the table. Each iteration prints 2 lines: lines with pencils (vertical bars) and whose turn is now by printing the `*NameX*'s turn` string. If there are no pencils left after a player's move, the loop breaks and the game ends without any additional output.

Examples

The greater-than symbol followed by a space (`>`) represents the user input. Note that it's not part of the input.

Example 1:



215

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Example 2:

```
1 | How many pencils would you like to use:
2 | > 15
3 | Who will be the first (John, Jack):
4 | > John
5 | |||||
6 | John's turn:
7 | > 8
8 | |||||
9 | Jack's turn:
10| > 7
```

[⚡ See hint](#)**Write a program**[📄 Report a typo](#)[Code Editor](#)[IDE](#) +100

```
1 number = int(input('How many pencils w
2 users = ['John', 'Jack']
3 user_name = input('Who will be the fir
4 i = users.index(user_name)
5 while(number > 0):
6     print('|' * number)
7     number -= int(input(f'{users[i]} 's
8     i = (i + 1) % 2
```

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Practice makes perfect. Good for you for not giving up easily!

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Topics in stage

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