**Fundamentals of Computing Projects**

Here are links to some of the Python Projects I completed during the signature track of the Fundamentals of Computing Specialization through Rice University on Coursera.

Introduction to Interactive Programming with Python I

1) Rock-paper-scissors-lizard-Spock <http://www.codeskulptor.org/#user39_YS62IZlNtu_8.py>

2) Guess the Number <http://www.codeskulptor.org/#user39_E5XsTtTcox_28.py>

3) Stopwatch <http://www.codeskulptor.org/#user41_Xczjfiznzu_11.py>

4) Pong <http://www.codeskulptor.org/#user39_NGlfzUyGya_19.py>

Introduction to Interactive Programming with Python II

1) Memory <http://www.codeskulptor.org/#user39_DOGPq4AdRv_19.py> 2) BlackJack <http://www.codeskulptor.org/#user39_iarBbkY9L8_17.py>

3) RiceRocks <http://www.codeskulptor.org/#user39_Z06dGFQqHi_13.py>

Principles of Computing I

1) 2048 <http://www.codeskulptor.org/#user41_PdvIhGGUtX_20.py> 2) TicTacToe (Monte Carlo Simulations) <http://www.codeskulptor.org/#user41_8payiGshzT_8.py>

3) Cookie Clicker Simulator) <http://www.codeskulptor.org/#user41_VxJhXceTBB_45.py>

Principles of Computing II

1) Zombies <http://www.codeskulptor.org/#user40_THMCLunj4c_23.py> 2) 15 Puzzle Solver <http://www.codeskulptor.org/#user40_FSZdzkmGvC_5.py>