

Lab 2 Task 3 Solution

3) Become familiar with function *main*

1. Where is a *NumberGame* constructed?

- By observation, we can conclude a *NumberGame* constructed inside function *main*

```
1      def main() -> None:
2          ...
3          while True:
4              g = NumberGame(goal, minimum, maximum, (p1, p2)) #<-
Here!!
5              winner = g.play()
6              print(f'And {winner} is the winner!!!')
7              print(p1)
8              print(p2)
9              again = input('Again? (y/n) ')
10             if again != 'y':
11                 return
12
13
```

2. This function calls *g.play* repeatedly in a loop. What about the game can change each time *g.play* is called: the goal, the min or max move, the players, the moves?
3. List all the places in this function where a *Player* is stored, an instance attribute of *Player* is accessed or set, or a method is called on a *Player*.