

Lab 2 Task 3 Solution

3) Become familiar with function *main*

1. Where is a *NumberGame* constructed?
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*.