

Lab 3 Task 5 Solution

5) Write class Player

```
1  class Player:
2      """A player in number game
3
4      === Attributes ===
5      name:
6          The name of player
7
8      === Representation invariants ===
9      - len(name.strip()) != 0
10     - 0 <= self.current <= self.goal
11     - 0 < self.min_step <= self.max_step <= self.goal
12     """
13     name: str
14
15     def __init__(self, name: str) -> None:
16         """Initialize this Player
17
18         Precondition:
19             - len(name.strip()) != 0
20         """
21         self.name = name
22
23     def move(self, current: int, min_step: int, max_step: int, goal:
24 int) -> int:
25         """Return amount of steps taken by a player
26
27         Precondition:
28             - 0 < min_step <= max_step <= goal
29             - 0 <= self.current <= self.goal
30         """
31         raise NotImplementedError
```

Listing 1: task_5_solution.py