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Final Project Report

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Introduction to Python

In my solution to the final project, I implemented a minimal solution using everything that we've covered throughout the class, but also, I have used Python forums where commands and loops were explained. Everything was done according to the specification without any added features and improvements.

In terms of testing, I have stumbled upon a little problem with making a move when one decided to stand. For example, Player1 typed Stand, then Player2 typed Stand, and it was a circular loop (the program offered to make a move when the round should end). Then I implemented a line that fixed this quickly. The code itself is a little more than 200 lines, but every command is very simple. At the end, I was thinking about how I should shuffle the cards, and I have stumbled upon a method called "Fisher Yates Shuffle" (you can look it up on Google, as it is easier to understand if you see visually how it is done). Basically, I did not have any trouble with the project, as it was pretty straightforward: the rules are available and I just needed to gather my thoughts and imagine how I make the order of the code.