Topic 6

Task1

1:

For I in range([5,6,7,8,9,10,11,12]):

Print(i)

2:

Amount I care=0

Sleep dep=100

If amount I care == sleep dep -100:

Print(‘’’im to tired to care.

Coffie pls’’’)

3:

Words=[‘I’,’am’,’tired’]

Print(words)

Task2

A =random.randint(1,10)

B==random.randint(1,10)

If a == b:

Print(‘true’)

Else:

Print(‘null’)

2:

A =random.randint(1,10)

B==random.randint(1,10)

If a > b:

Print(‘true’)

Elif a<b:

Print(‘False’)

Else:

Print(‘null’)

3:

A=input(‘say somzing’)

B=random.randint(1,10)

If a > b:

Print(‘true’)

Elif a<b:

Print(‘False’)

Else:

Print(‘NULL’)

4:

Name1=input()

Name2=input()

Age1= input()

Age2= input()

Person one =[name1,age1]

Person two=[name2,age2]

If age1>age2:

Print(Person one,”is better than”,person two)

If age2>age1:

Print(Person two,”is better than”,person one)

Else:

Print(‘shutup you two’)

5 & 6:

**########## Game Logic ########################**

**position\_x += speed\_x**

**position\_y += speed\_y**

**#Bounce the ball if it hits a wall or an obstacle**

**if position\_x > size\_x-radius: #right wall**

**speed\_x = -1\*speed\_x**

**bounce\_sound.play()**

**screen\_color=blue**

**position\_x=350**

**position\_7=250**

**if position\_x < 0+radius: # left wall**

**speed\_x = -1\*speed\_x**

**bounce\_sound.play()**

**if position\_y > size\_y-radius: # bottom wall**

**position\_x=100**

**position\_y=100**

**clr=random.randint=(1,2)**

**if clr=1:**

**display.fill(white)**

**else:**

**display.fill(black)**

**if position\_y < 0+radius: # top wall**

**speed\_y = -1\*speed\_y**

topic7

task1

**true=True**

**while true:**

**for i in ('this','is','dumb'):**

**print(i)**

**task2**

**['this','is','dumb']**

**for i in list:**

**print(i)**

**task3**

**p=True**

**x=0**

**y=0**

**while p:**

**x+=1**

**y+=2**

**print(x,y)**

**task4**

**x=0**

**for I in range(5)**

**x+=5**

**print(x)**

**tpoic8**

**tack1**

**\*clicks on an audio file\***

**Tack2**

**Task1**

**Wasd**

**Task2/3**

**Kindablack=0,0,5**

**class Ball(pygame.sprite.Sprite):**

**def \_\_init\_\_(self):**

**pygame.sprite.Sprite.\_\_init\_\_(self)**

**self.width=20**

**self.height=20**

**self.image=pygame.Surface([self.width,self.height])**

**self.image.fill(Kindablack)**

**self.rect=self.image.get\_rect()**

**self.rect.x=screensize\_x/2**

**self.rect.y=screensize\_y/2**

**self.speed\_x=-3**

**self.speed\_y=3**

**task4/5**

**paddle\_height=120(original was 80)**

**class Player(pygame.sprite.Sprite):**

**def \_\_init\_\_(self,x,y):**

**pygame.sprite.Sprite.\_\_init\_\_(self)**

**self.width=paddle\_width**

**self.height=paddle\_height**

**self.image=pygame.Surface([self.width,self.height])**

**self.image.fill(red)(Original was white)**

**self.rect=self.image.get\_rect()**

**self.rect.x=x**

**self.rect.y=y**

**self.speed\_x=0**

**self.speed\_y=0**

**task6**

**green = ( 0,255, 0)**

**screen.fill(screen\_color)**

**for event in pygame.event.get():**

**if event.type == pygame.QUIT:**

**rungame=False**

**if event.type == pygame.KEYDOWN:**

**if event.key==pygame.K\_g:**

**screen\_color=green**

**task7**

**#----------Events-----------------------------**

**for event in pygame.event.get():**

**if event.type == pygame.QUIT:**

**rungame=False**

**if event.type == pygame.KEYDOWN:**

**if event.key == pygame.K\_UP:**

**player1.speed\_y=-4**

**if event.key==pygame.K\_LEFT:**

**player1.speed\_x=-4**

**if event.key==pygame.K\_RIGHT:**

**player1.speed\_x=4**

**if event.key == pygame.K\_DOWN:**

**player1.speed\_y=4**

**if event.key == pygame.K\_w:**

**player2.speed\_y=-4**

**if event.key == pygame.K\_s:**

**player2.speed\_y=4**

**if event.key==pygame.K\_a:**

**player2.speed\_x=-4**

**if event.key==pygame.K\_d:**

**player2.speed\_x=4**

**if event.key == pygame.K\_SPACE:**

**gameover=False**

**if event.type == pygame.KEYUP:**

**if event.key == pygame.K\_UP:**

**player1.speed\_y=0**

**if event.key == pygame.K\_DOWN:**

**player1.speed\_y=0**

**if event.key==pygame.K\_LEFT:**

**player1.speed\_x=0**

**if event.key==pygame.K\_RIGHT:**

**player1.speed\_x=0**

**if event.key == pygame.K\_w:**

**player2.speed\_y=0**

**if event.key == pygame.K\_s:**

**player2.speed\_y=0**

**if event.key==pygame.K\_a:**

**player2.speed\_x=0**

**if event.key==pygame.K\_d:**

**player2.speed\_x=0**

**topic 9**

**task1**

**bgImg\_new = pygame.image.load('./text.bmp')**

**#image is the size of the screen**

**While rungame:**

**Screen.fill(screen\_color)**

**gameDisplay.blit(bgImg\_new,(x,y))**

**task2**

**screen\_color=black**

**task3**

**screen\_color=white**

**stickImg=pygame.image.load(‘./stick.jpg’)**

**task4**

**#background = pygame.Surface(screen.get\_size())**

**Task5**

**background = pygame.Surface(screen.get\_size())**

**stickImg=pygame.image.load(‘./NewName.png’)**

**topic10**

**task1**

**player3=Player(screensize\_x-paddle\_width,0)**

**#i changed all the “player1”’s to “player3”s**

**Task2**

**bounce\_sound = pygame.mixer.Sound("beep1.ogg")**

**Def mid\_dct(self):**

**If self.rect.x=350:**

**Bounce\_sound.play()**

**Task3**

**class bg (pygame.sprite.Sprite):**

**def \_\_init\_\_(self,x,y):**

**pygame.sprite.Sprite.\_\_init\_\_(self)**

**self.width=10**

**self.height=10**

**self.image=pygame.Surface([self.width,self.height])**

**self.image.fill(green)**

**self.rect=self.image.get\_rect()**

**self.rect.x=x**

**self.rect.y=y**

**self.speed\_x=0**

**self.speed\_y=0**

**#it just sits in the background**