Top of Form



Bottom of Form

Top of Form



**Python 2: Getting More Out of Python  
Lesson 5, Project 1**

Handed in: 4 Mar 2015 01:25:09PM Graded: 5 Mar 2015 04:08:37PM

**Here are your instructions:**

Write a function (*not* a class) that takes two arguments, a string player name and an integer score, and keeps a "high score" table in a Python shelve. If the integer argument is higher than the given player's current high score (or if the player has no recorded high score), log the value as this player's new high score. The function should return the player's current high score. *Remember, a function is not the same thing as a class and it's a function that's needed.*

Again, write a separate test module that verifies the operation of the function.

**Your Comment:**

Pat,

Excellent feedback as usual. I think this attempt captures the spirit of what you are looking for, but

I'm always happy to refactor if not :)

**Items Handed In**

* [Open Project Handed In](https://students.oreillyschool.com/student/project/?/.handin/160-7855-2/com.ost.jwoloson.160.7855.2.PersistentStorage_Homework.zip)

**Overall Comments:**

Hi Jason,

Thank you for your kind comments. I really do try :-)

This is absolutely and completely perfect. I really appreciate your 2nd attempt - your efforts have made all the difference in the world.

-Pat

**Grade:**

Great

[Take Me Back](ostreturn:)   [Previous Attempt](https://students.oreillyschool.com/student/viewassignment.php?entryid=7855&attempt=1&graded=1)

© 2014, O'Reilly Media, Inc. All rights reserved.

Bottom of Form