Experiment-9

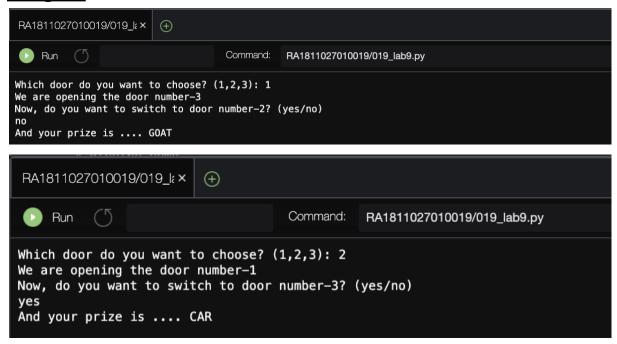
Implementation of uncertain methods for an application

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<u>Aim:</u> To Implement Monty Hall problem using Python <u>Code:</u>

```
import random
def play_monty_hall(choice):
    prizes = ['goat', 'car', 'goat']
    random.shuffle(prizes)
    while True:
        opening_door = random.randrange(len(prizes))
        if prizes[opening_door] != 'car' and choice-1 != opening_door:
    opening_door = opening_door + 1
    print('We are opening the door number-%d' % (opening_door))
    options = [1,2,3]
    options.remove(choice)
options.remove(opening_door)
    switching_door = options[0]
    print('Now, do you want to switch to door number-%d? (yes/no)' %(switching_door))
    answer = input()
if answer == 'yes':
        result = switching_door - 1
        result = choice - 1
    print('And your prize is ....', prizes[result].upper())
choice = int(input('Which door do you want to choose? (1,2,3): '))
# Playing game
play_monty_hall(choice)
```

Output:



Result: We have successfully implemented the monty hall problem.