

# Python in the Enterprise

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## 1 TIC TAC TOE

Write Python game Tick-tack-toe. Your program should be a client-server application. Objectives:.

### 1.1 EXPECTED VERSION

- prepare **Objected oriented** application. In general, please
  - follow the the Python coding standard
  - use polymorphism,
  - separate validation of inputs and the program logic,
  - try to increase encapsulation level,
  - never use magic numbers and other constructions called Anti-patterns
  - configuration have to be stored in .xml file(s), and the XML parser should be implemented,
- Test your application.
  - Each class should have own set of unit tests
  - use mocking tool
  - maximize code coverage
- be able to collect logs.

- implement different log levels eg. Info, debug, warning, error.
- HINT: you can use logging
- SUGGESTION each log should contain: time stamp, module name and the log message