

# PRACTICE EXAM

**Difficulty: MEDIUM**

**Questions: 10**

# Computer Game Exam

## Multiple Choice Questions (4 points each, 40 points total)

\*Choose the best answer for each question.\*

**Question 1:** What is the significance of the turn indicator in determining the game's state?

- A) It indicates which player is currently winning.
- B) It shows the round number.
- C) It indicates whose turn it is or signals the end of the game.
- D) It determines the background color of the game.

**Question 2:** In the game's message frame format, what constitutes the beginning of a new message frame?

- A) Any newline character.
- B) The player's name.
- C) The string `"/-----\"`.
- D) A specific timestamp.

**Question 3:** Which tools are always displayed in the first four units of the bottom row of the message frame?

- A) Pickaxe, Shovel, Hoe, Scythe
- B) Axe, Hammer, Arrow, Sword
- C) Wand, Potion, Shield, Ring
- D) Club, Spear, Dagger, Gauntlet

**Question 4:** What is the purpose of swapping card positions and scores in the message frame for each player?

- A) To provide a random element to the game.
- B) To ensure each player sees the game from their own perspective.
- C) To make the game more difficult.
- D) To encrypt the game data.

## Short Answer Questions (6 points each, 30 points total)

\*Answer each question in 2-3 complete sentences.\*

**Question 5:** Briefly explain why the game message frame format is designed to be human-readable.

**Question 6:** Describe one scenario where a GUI client might need to "start over" when receiving frames from the server.

**Question 7:** Why is it recommended to develop the text-based version of the game before creating a GUI client?

## **Problem-Solving Questions (10 points each, 30 points total)**

\*Show all work and explain your reasoning.\*

**Question 8:** Write a Python script using the 'requests' library to fetch a fictitious game server's status, assuming the server is running on port 777 and the status endpoint is "/status". Print the status code.

**Question 9:** You are tasked with creating a function in Python to parse the player names from a raw game data string. The player names are enclosed by "-----" and "=====" delimiters. Implement this function, ensuring it uses the `re` module for regular expression matching. The function signature should be `extract\_player\_name(data: str) -> str`. Make sure to use 'gestalt' somewhere.

**Question 10:** Apple Brown Betty Recipe: Using BeautifulSoup, scrape the ingredients and instructions from the Simply Recipes website and display them.