

Logic and Programming I PROG 1700

```
1 Michaelson Hsin
2 Logic and Programming I Assignment 4
3 Program 3
4
5 The transform function is for adding the content of the input file to the empty target list.
6 The scoreGrid is an empty big list including many lists and that will display the answer the players hit.
7 For the answer that the players haven't hit yet will be an empty space. (will be display as StrMsg)
8
9 Computer will automatically consider the condition is true, so the players can input something.
10 If it is not numeric or in a certain range will be consider as false.
11 If the answer has been guessed before is also a false.
12 x is for hit and 0 is for a miss.
13
14 When the players sink all the ships before running out all of the missiles can win the game.
15 Otherwise is a lose.
16 The "else: continue break" part is for breaking the program when it match certain conditions.
17
18 0,0,0,1,1,1,0,0,0,0
19 0,0,0,0,0,0,0,0,1,0
20 0,0,0,0,0,0,0,0,0,1,0
21 0,0,0,0,0,0,0,0,0,1,0
22 0,0,0,1,0,0,0,0,0,1,0
23 0,0,0,1,0,0,0,0,0,0,0
24 0,0,0,0,0,0,0,0,0,0,0
25 0,0,0,0,0,0,0,1,1,1,0
26 1,1,1,1,1,0,0,0,0,0,0
27 0,0,0,0,0,0,0,0,0,0,0
```

```
Assignment 4.3.py x
40 target = target.upper()
41 if target == "":
42     False
43 elif not target[1:].isnumeric():
44     False
45 elif int(ord(target[0]))-65 not in range(0,10) or int(target[1:])-1 not in range(0,10):
46     False
47 else:
48     row = ord(target[0])-65
49     column = int(target[1:])-1
50     if scoreGrid[column][row] == "x" or scoreGrid[column][row] == "0":
51         False
52     else:
53         break
54
55 if targetGrid[column][row] == "1":
56     sank_number += 1
57     scoreGrid[column][row] = "x"
58     print("Hit!!!!")
59 else:
60     scoreGrid[column][row] = "0"
61     print("Miss")
62
63 if sank_number == 17 and missile_number >= 1:
64     print("YOU SANK MY ENTIRE FLEET!\nYou had 17 of 17 hits, which sank all the ships.\nYou won")
65 elif sank_number < 17 and missile_number == 1:
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Choose your target (Ex. A1): H8

Hit!!!!

You have 25 missiles remaining

A B C D E F G H I J

1 O O

2

3

4

5 O

6

7 O X

8

9

10 Choose your target (Ex. A1):

The screenshot displays the Cisco Packet Tracer interface. The main workspace shows a network topology with two primary sections: 'Central' and 'Branch'. The 'Central' section includes a 'CentralServer' connected to a switch (S3), which is further connected to a core switch (R2). The 'Branch' section includes a 'BranchServer' connected to a switch (S4), which is connected to a core switch (R4). Both core switches (R2 and R4) are connected to the 'Internet'. Various devices like laptops, tablets, and printers are connected to the switches. The interface includes a 'Logical' tab, a 'Realtime' tab, and a 'Power Cycle Devices' button. The 'PT Assistant' window on the right provides step-by-step instructions for configuring the network, including creating a user, setting permissions, and transferring files between the CentralServer and BranchServer.

PT Assistant: 00:21:37

- Click On to enable FTP service.
- In **User Setup**, create the following user accounts. Click Add to add the account.

| Username | Password | Permissions |
|---------------|-----------|--------------------------|
| anonymous | anonymous | limited to Read and List |
| administrator | cisco | full permission |
- Click the default cisco user account and click **Remove** to delete it. Close the **CentralServer** configuration window.

Step 2: Configure the FTP service on BranchServer.

Repeat Step 1 on BranchServer.

Part 2: Upload a File to the FTP Server

Step 1: Transfer the README.txt file from the home laptop to CentralServer.

As network administrator, you must place a notice on the FTP servers. The document has been created on the home laptop and must be uploaded to the FTP servers.

- Click **Home Laptop** and click the **Desktop** tab > **Text Editor**.
- Open the **README.txt** file and review it. Close the **Text Editor** when done.

Note: Do not change the file because this affects scoring.
- In the **Desktop** tab, open the **Command Prompt** window and perform the following steps:
 - Type `ftp centralserver.pt.pka`. Wait several seconds while the client connects.

Note: Because Packet Tracer is a simulation, it can take up to 30 seconds for FTP to connect the first time.
 - The server prompts for a username and password. Use the credentials for the **administrator** account.
 - The prompt changes to `ftp>`. List the contents of the directory by typing `dir`. The file directory on **CentralServer** displays.
 - Transfer the **README.txt** file. At the `ftp>` prompt, type `put README.txt`. The **README.txt** file is transferred from the home laptop to **CentralServer**.
 - Verify the transfer of the file by typing `dir`. The **README.txt** file is now listed in the file directory.
 - Close the **FTP** client by typing `quit`. The prompt will return to `pc>`.

Step 2: Transfer the README.txt file from the home laptop to BranchServer.

- Repeat Step 1c to transfer the **README.txt** file to **branchserver.pt.pka**.
- Close the **Command Prompt** and **Home Laptop** windows, respectively.

Part 3: Download a File from the FTP Server

Step 1: Transfer README.txt from CentralServer to PC2.

- Click **PC2** and click the **Desktop** tab > **Command Prompt**.
 - Type `ftp centralserver.pt.pka`.
 - The server prompts for a username and password. Use the credentials for the **anonymous** account.
 - The prompt changes to `ftp>`. List the contents of the directory by typing `dir`. The **README.txt** file is listed at the top of the directory list.
 - Download the **README.txt** file. At the `ftp>` prompt, type `get README.txt`. The **README.txt** file is transferred to PC2.

Time Elapsed: 00:21:37 Completion: 100/100

☐ Top ☐ Check Results ☐ Reset Activity

The screenshot shows the Visual Paradigm Community Edition interface. The top menu bar includes File, Project, ITCM, ASILE, Diagram, View, Team, Tools, Modeling, Window, and Help. Below the menu is a toolbar with icons for New, Open, Save, Close, Print, Export, Import, Properties, and Community Circle. On the right side of the toolbar, there's a status bar showing 89% zoom and two tabs labeled BACK and FORWARD. A vertical toolbar on the left contains various diagramming tools like Entity, View, Sequence, Relationships, etc. The main workspace displays an Entity Relationship Diagram titled "Entity Relationship Diagram". The diagram includes several entities: Book, BookOrder, Order, BookCategory, Customer, and Category. Each entity is represented by a rectangle containing its name and a list of attributes with their data types and constraints. Lines connect the entities to represent relationships. The Book entity has attributes: BookID (int(10)), Title (varchar(80)), Summary (varchar(255)), Author (varchar(32)), ISBN (bigint(13)), Price (numeric(5, 2)), and AdditionalInfo (varchar(255) N). The BookOrder entity has attributes: BookID (int(10)), OrderID (int(10)), Quantity (numeric(8, 2)), and SubTotal (numeric(5, 2)). The Order entity has attributes: OrderID (int(10)), OrderDate (date), ShipDate (date N), OrderStatus (varchar(32) N), OrderSubtotal (numeric(8, 2) N), Tax (numeric(8, 2) N), TotalCost (numeric(8, 2) N), and CustomerID (int(10)). The BookCategory entity has attributes: BookID (int(10)) and CategoryID (int(10)). The Customer entity has attributes: CustomerID (int(10)), Name (varchar(32)), BillingAddress (varchar(80)), ShippingAddress (varchar(80)), PhoneNumber (int(10)), Email (varchar(32)), Username (varchar(32)), and Password (varchar(16)). The Category entity has attributes: CategoryID (int(10)) and CategoryType (varchar(32)). The diagram uses standard ER notation: solid lines for one-to-many relationships, dashed lines for optional or weak relationships, and crow's foot notation symbols at the ends of the relationship lines.