

```
(base) DELL@DESKTOP-8NOG904 MINGW64 ~/repo/week06 (main)
$ conda env remove -n prj1

Remove all packages in environment D:\Anaconda\envs\prj1:
```

```
! environment.yml U  guessing_game.py U X

guessing_game.py > ...
1  import random
2
3
4  def guessing_game():
5      # 生成 1 到 100 之间的随机整数
6      secret_number = random.randint(1, 100)
7      n = 0
8
9      print("欢迎来到猜数字游戏! 我已经想好了一个 1 到 100 之间的数字, 你可以开始猜啦。")
10
11     while True:
12         n += 1
13         # 获取用户输入
```

```
DELL@DESKTOP-8NOG904 MINGW64 ~/repo/week06 (main)
$ python -m guessing_gam
D:\Anaconda\envs\week06\python.exe: No module named guessing_gam
(week06)
DELL@DESKTOP-8NOG904 MINGW64 ~/repo/week06 (main)
$ python -m guessing_game
欢迎来到猜数字游戏! 我已经想好了一个 1 到 100 之间的数字, 你可以开始猜啦。
(第 1 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): 55
猜的数字太大了, 再试试。
(第 2 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): 33
猜的数字太大了, 再试试。
(第 3 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): 11
猜的数字太小了, 再试试。
(第 4 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): 22
恭喜你 🎉, 猜对了!
游戏结束, 再见 🙋。
```

```
DELL@DESKTOP-8NOG904 MINGW64 ~/repo/week06 (main)
$ python -m pdb guessing_game.py
> c:\users\dell\repo\week06\guessing_game.py(1)<module>()
-> import random
(Pdb) n
> c:\users\dell\repo\week06\guessing_game.py(4)<module>()
-> def guessing_game():
(Pdb) l
```

- for 迭代循环 (iteration loop)
- while 条件循环 (conditional loop)
- break 打断跳出循环
- continue 跳至下一轮循环
- for...else 循环未被打断的处理
- if 条件分支
- if...elif...elif 多重条件分支
- if...else 未满足条件的处理
- try...except[...except...else...finally] 捕捉异常的处理
- raise 主动抛出异常

```
environment.yml U  guessing_game.py U  flo
DELL@DESKTOP-8NOG904 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple
banana
cherry
(week06)
```

```
print(fruit)
message = "Hello"
for char in message:
    print(char)

$ python flow_controls.py
apple
banana
cherry
H
e
l
l
o
```

For

```

print(key)

count = 0
while count < 5:
    print(count)
    count = count + 1

```

While

breakpoint () 进入 pdb

```

23 # 定义一个自定义异常类
24 class NegativeNumberError(Exception):
25     def __init__(self, message="输入的数字不能为负数"):
26         self.message = message
27         super().__init__(self.message)
28
29 def square_root(num):
30     try:
31         if num < 0:
32             # 主动抛出自定义异常
33             raise NegativeNumberError()
34         return num**0.5
35     except NegativeNumberError as e:
36         print(f"错误: {e.message}")
37
38 # 测试函数
39 result1 = square_root(9)
40 print(f"9 的平方根是: {result1}")
41
42 result2 = square_root(-4)

```

Try&raise

```

myjob.py
1 import mylib # noqa:F401
2
3 breakpoint()
4

```

```

myjob.py
1 import mylib # noqa:F401
2
3 mylib.func1()
4

```

```

src\mypacket\mypacket2
- _init_.py
- guessing_game.py
- mylib.py

```

```

pyproject.toml
1 [project]
2 name = "myphg"
3 version = "2025.4.14"
4 dependencies = [
5
6 ]
7 authors = [
8     {name = "Amber", email = "zgxmamb@foxmail.com"}
9 ]
10 description = "test"
11
12 [project.optional-dependencies]
13 dev = [
14     "pytest",
15 ]

```

出现问题 1: 安装依赖项时报错, 后将依赖项删除。

重新安装成功