

Week06 作业

一、猜数字游戏调试运行

```
MINGW64:/c/Users/Lenovo/repo/week06
$ git clone git@github.com:DAIL/week06.git
Cloning into 'week06'...
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (5/5), done.
remote: Total 5 (delta 0), reused 5 (delta 0), pack-reused 0 (from 0)
Receiving objects: 100% (5/5), 8.45 KiB | 1.69 MiB/s, done.
(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo (main)
$ ll
total 20
drwxr-xr-x 1 Lenovo 197121 0 Mar 20 20:46 myproject/
drwxr-xr-x 1 Lenovo 197121 0 Mar 12 21:29 week01/
drwxr-xr-x 1 Lenovo 197121 0 Mar 14 23:48 week02/
drwxr-xr-x 1 Lenovo 197121 0 Mar 20 22:06 week03/
drwxr-xr-x 1 Lenovo 197121 0 Apr 1 10:01 week04_4906/
drwxr-xr-x 1 Lenovo 197121 0 Apr 16 21:07 week05/
drwxr-xr-x 1 Lenovo 197121 0 Apr 17 20:04 week06/
(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo (main)
$ cd week06
(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo/week06 (main)
$ |
```

```
MINGW64:/c/Users/Lenovo/repo/week06
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo/week06 (main)
$ ls -l
total 25
-rw-r--r-- 1 Lenovo 197121 18805 Apr 17 20:04 LICENSE
-rw-r--r-- 1 Lenovo 197121 2239 Apr 17 20:04 README.md
-rw-r--r-- 1 Lenovo 197121 73 Apr 17 20:12 environment.yml
(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo/week06 (main)
$ cat environment.yml
name: my-project
channels:
  - defaults
dependencies:
  - python=3.12(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo/week06 (main)
$ conda env creat
Error while loading conda entry point: conda-libmamba-solver (DLL load failed while importing bindings: 找不到指定的模块。)
usage: conda-script.py env [-h] command ...
conda-script.py env: error: argument command: invalid choice: 'creat' (choose from config, create, export, list, remove, update)
(base)
Lenovo@DESKTOP-VCHBCBH MINGW64 ~/repo/week06 (main)
$
```

```
10         while True:
11             n += 1
12             # 获取玩家输入
13             guess = input(f"({n} 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): ")
14             (Pdb) p n
15             0
16             (Pdb) n
17             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。
18             > c:\users\qiang\repo\week06\guessing_game.py(11)guessing_game()
19             -> while True:
20                 6         secret_number = random.randint(1, 100)
21                 7         n = 0
22                 8
23                 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。")
24                 10
25                 11 -> while True:
26                     12             n += 1
27                     13             # 获取玩家输入
28                     14             guess = input(f"({n} 次尝试) 请输入你猜的数字 (输入整数, 或者输入 q 回车退出): ")
29                     15             guess = guess.strip() # 去除多余空白字符
30                     16
31             (Pdb) n
32             > c:\users\qiang\repo\week06\guessing_game.py(12)guessing_game()
33             -> n += 1
34             (Pdb)
```

二、流程控制语句举例验证

Python for 语句例子

```
fruits = ['apple', 'banana', 'cherry']
for fruit in fruits:
    print(fruit)
```

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

```
person = {'name': 'John', 'age': 30, 'city': 'New York'}
for key in person:
    print(key, ":", person[key])
```

```
flow_controls.py > ...
1  fruits = ["apple", "banana", "cherry"]
2  for fruit in fruits:
3      fruit += ", ok"
4      print(fruit)
5
6
7  message = "Hello"
8  for char in message:
9      print(char)
10
11 for i in range(5):
12     print(i)
13
14 person = {"name": "John", "age": 30, "city": "New York"}
15 for key, value in person.items():
16     print(f"{key}: {value}")
17
```

三、模块里定义函数，脚本里调用函数

```
29 y = mylib.func4(48)
30 print(y)
31
32 y = mylib.func4(x=49)
33 print(y)
34
35 y = mylib.func4()
36 print(y)
37
38 print(mylib.calculate(10, 5, "add"))
39 print(mylib.calculate(operation="add", b=5, a=10))
40 print(mylib.calculate(5, 8, operation="subtract"))
41
42
43 print(mylib.func6(a=10, b=5))
44
```

environment.yml U guessing_game.py U mylib.py U X flow_controls.py U

mylib.py > func7

```
33 def func6(a, /, b, operation="add"):
34     if operation == "add":
35         return a + b
36     elif operation == "subtract":
37         return a - b
38     else:
39         return None
40
41
42 def func7(a, /, b, *, operation="add"):
43     if operation == "add":
44         return a + b
45     elif operation == "subtract":
46         return a - b
47     else:
```

四、软件包的配置、构建和安装

```
1 [project]
2 name = "mypackage"
3 version = "2025.4.14"
4 dependencies = [
5     "httpx",
6     "gidgethub[httpx]>4.0.0",
7     "django>2.1; os_name != 'nt'",
8     "django>2.0; os_name == 'nt'",
9 ]
10 requires-python = ">=3.8"
11 authors = [
12     {name = "Pradyun Gedam", email = "pradyun@example.com"},
13     {name = "Tzu-Ping Chung", email = "tzu-ping@example.com"},
14     {name = "Another person"},
15     {email = "different.person@example.com"},
16 ]
17 maintainers = [
18     {name = "Brett Cannon", email = "brett@example.com"}
19 ]
20 description = "Lovely Spam! Wonderful Spam!"
21 readme = "README.rst"
22 license = "MIT"
23 license-files = ["LICEN[CS]E.*"]
24 keywords = ["egg", "bacon", "sausage", "tomatoes", "Lobster Thermidor"]
25 classifiers = [
26     "Development Status :: 4 - Beta",
27     "Programming Language :: Python"
28 ]
29
30 [project.optional-dependencies]
31 gui = ["PyQt5"]
32 cli = [
33     "rich",
34     "click",
35 ]
```