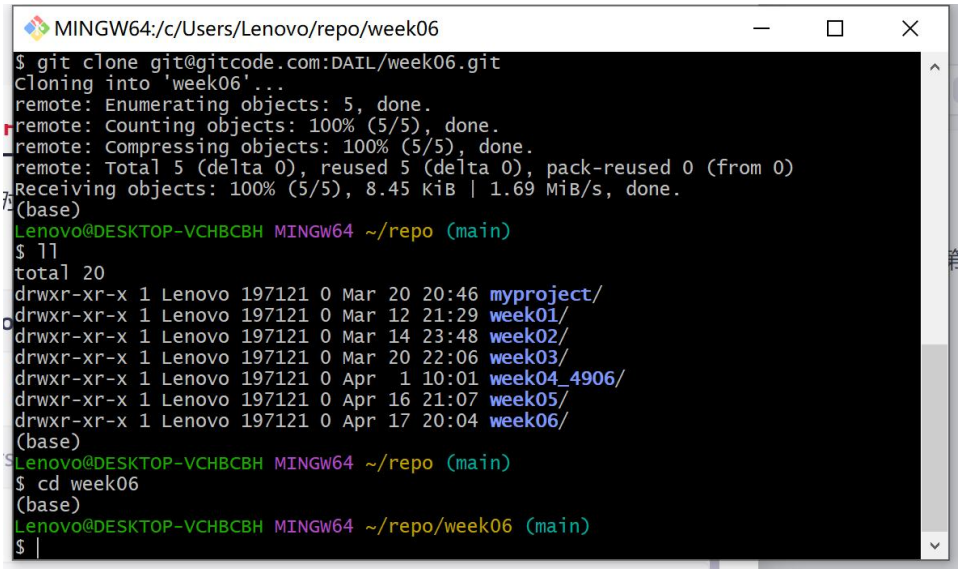
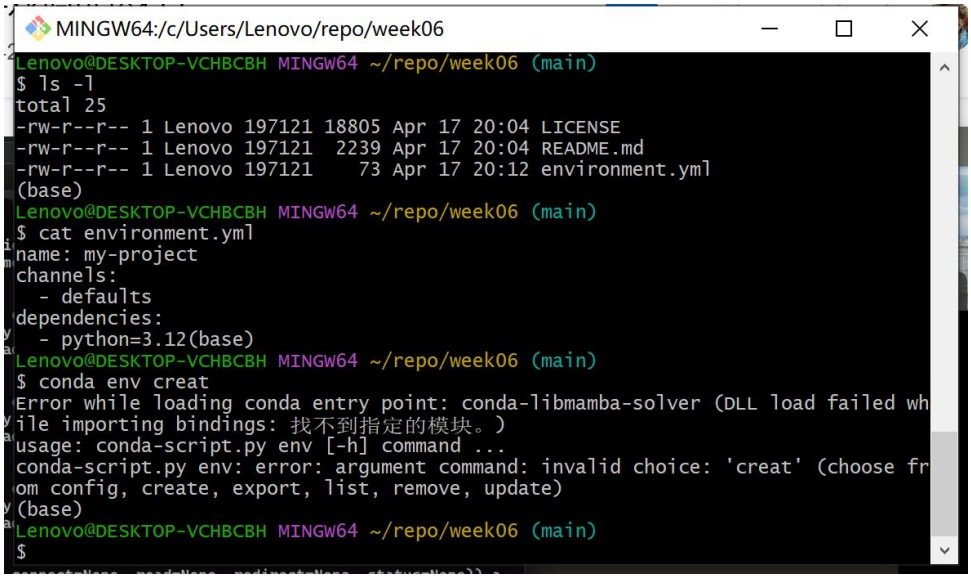
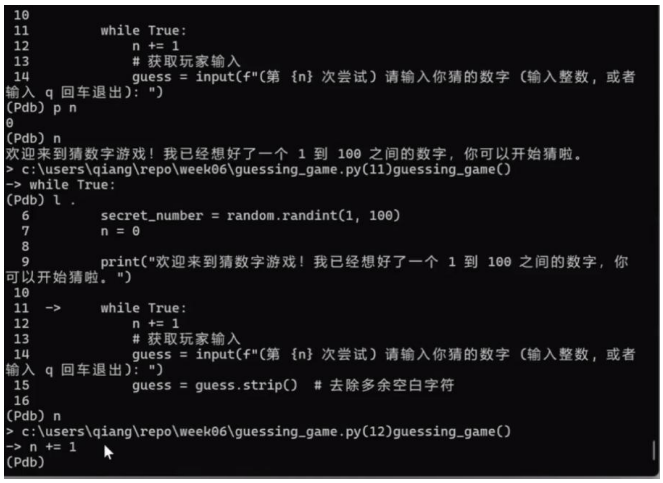
Week06 作业

一、猜数字游戏调试运行







二、流程控制语句举例验证

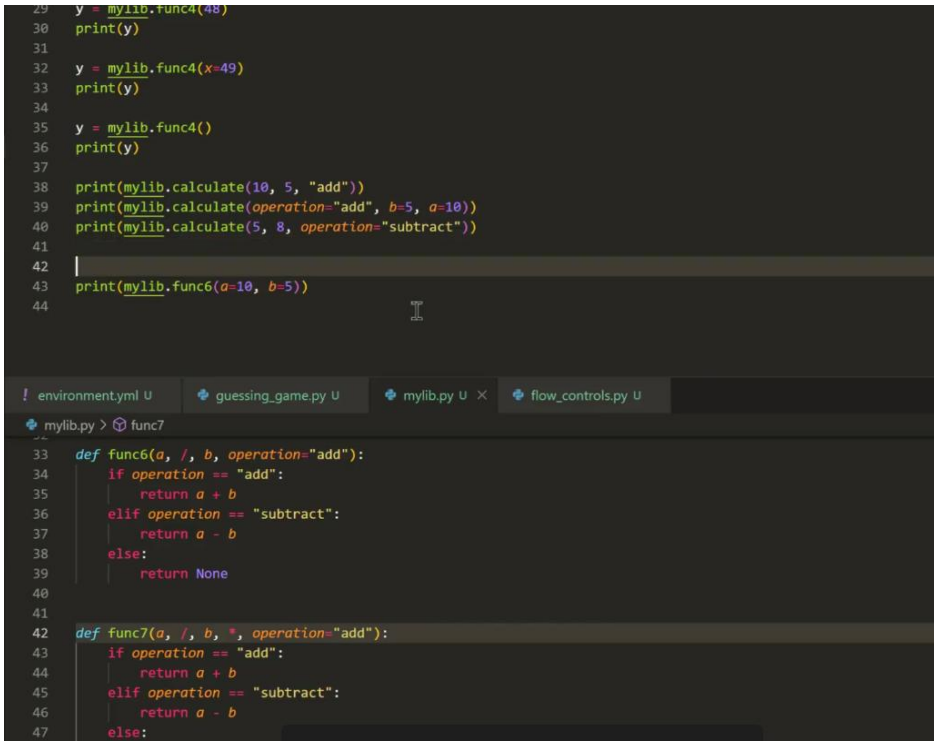
Python for 语句例子

```
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])
```

三、模块里定义函数，脚本里调用函数



四、软件包的配置、构建和安装

```toml
[project]
name = "mypackage"
version = "2025.4.14"
dependencies = [
  "httpx",
  "gidgethub[httpx]>4.0.0",
  "django>2.1; os_name != 'nt'",
  "django>2.0; os_name == 'nt'",
]
requires-python = ">=3.8"
authors = [
  {name = "Pradyun Gedam", email = "pradyun@example.com"},
  {name = "Tzu-Ping Chung", email = "tzu-ping@example.com"},
  {name = "Another person"},
  {email = "different.person@example.com"},
]
maintainers = [
  {name = "Brett Cannon", email = "brett@example.com"}
]
description = "Lovely Spam! Wonderful Spam!"
readme = "README.rst"
license = "MIT"
license-files = ["LICEN[CS]E.*"]
keywords = ["egg", "bacon", "sausage", "tomatoes", "Lobster Thermidor"]
classifiers = [
  "Development Status :: 4 - Beta",
  "Programming Language :: Python"
]

[project.optional-dependencies]
gui = ["PyQt5"]
cli = [
  "rich",
  "click",
]
```