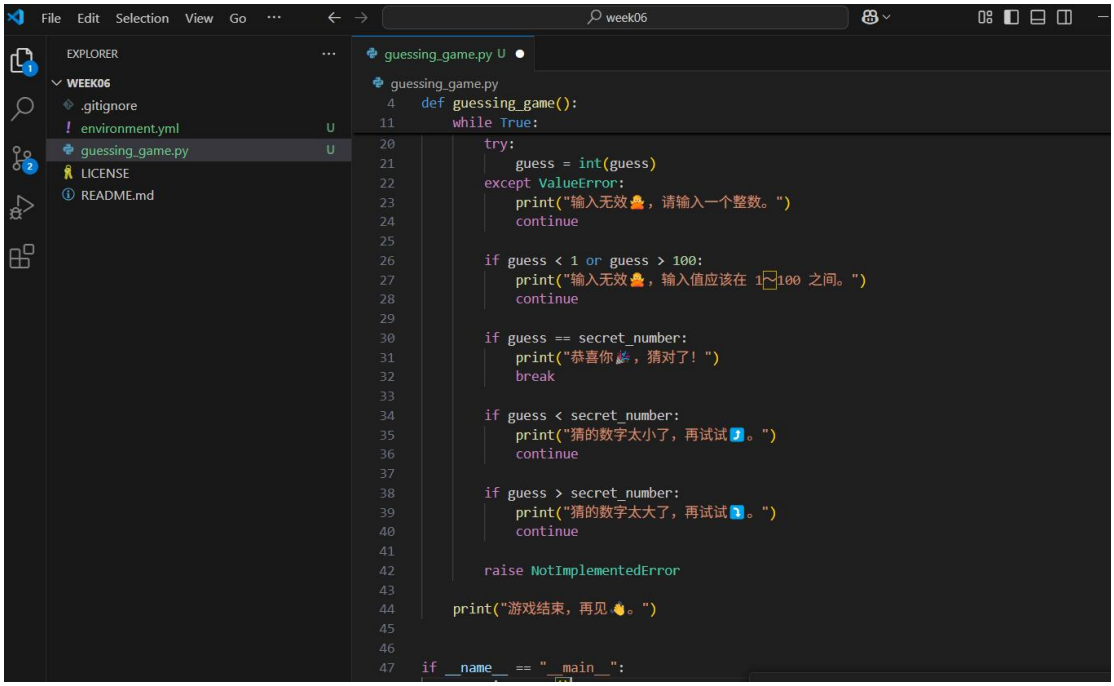
用 VS Code 打开项目目录，新建一个 environment.yml 文件，指定安装 Python 3.12，然后运行 conda env create 命令创建 Conda 环境

```
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ cat environment.yml
name:week06
channels:
 -conda-forge
dependencies:
 - python=3.12
 - wat-inspector
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ conda env create
```

创建一个 guessing_game.py 文件，复制粘贴以下代码，运用 pdb 调试器理解其运行流程




```
$ python -m pdb guessing_game.py
> c:\users\huangna\repo\week06\guessing_game.py(1)<module>()
-> import random
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(4)<module>()
-> def guessing_game():
(Pdb) l
  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，
可以开始猜啦。")
 10
 11         while True:
(Pdb) true
*** NameError: name 'true' is not defined
```

```
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ python guessing_game.py
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): q
游戏结束，再见👌。
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$
```

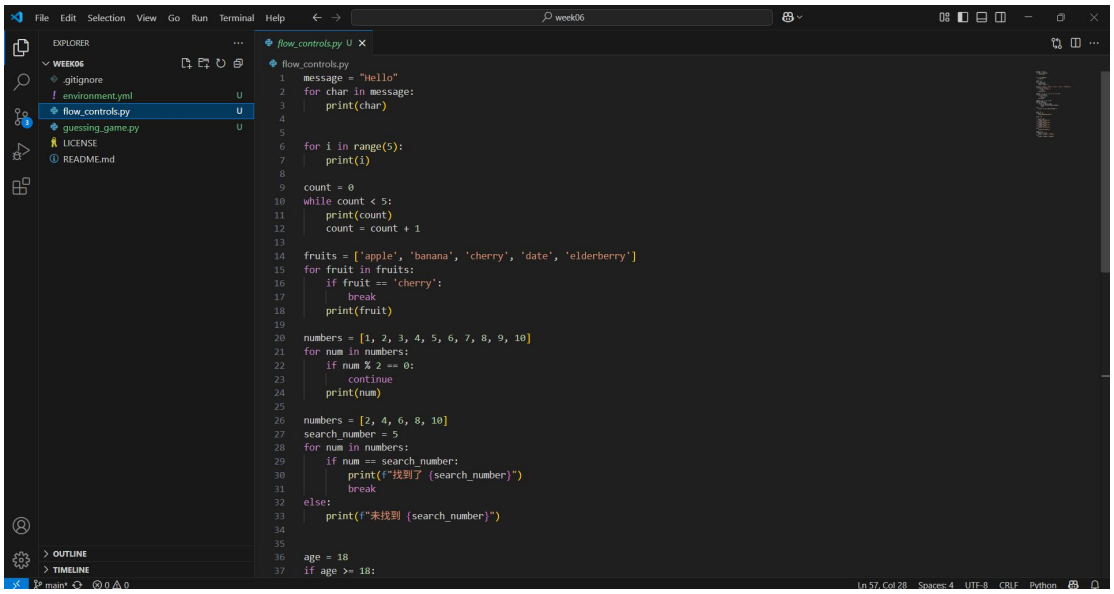
```
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ python -m pdb guessing_game.py
> c:\users\huangna\repo\week06\guessing_game.py(1)<module>()
-> import random
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(4)<module>()
-> def guessing_game():
(Pdb) l
> c:\users\huangna\repo\week06\guessing_game.py(48)<module>()
-> guessing_game()
(Pdb) s
--Call--
> c:\users\huangna\repo\week06\guessing_game.py(4)guessing_game()
-> def guessing_game():
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(6)guessing_game()
-> secret_number = random.randint(1, 100)
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(7)guessing_game()
-> n = 0
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(9)guessing_game()
-> 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。")
(Pdb)
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。
```

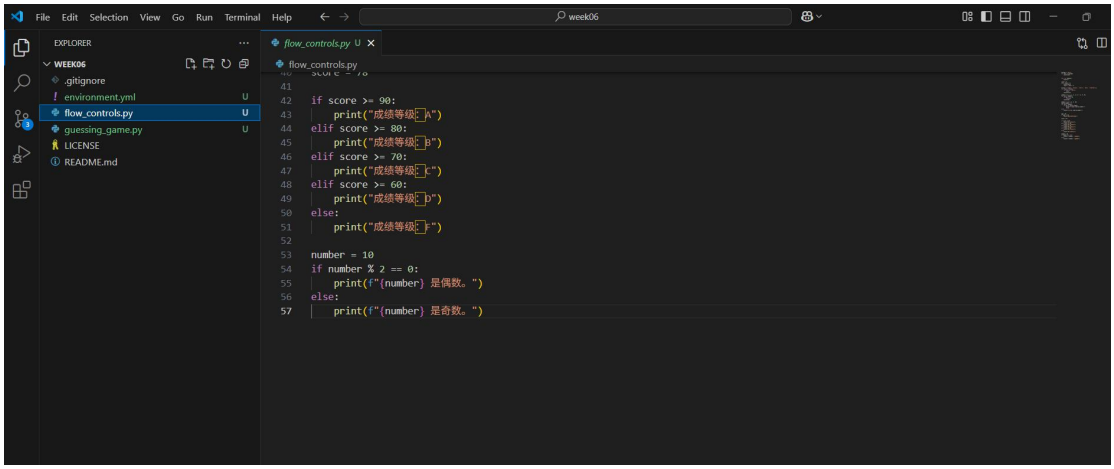
```
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ python -m pdb guessing_game.py
> c:\users\huangna\repo\week06\guessing_game.py(1)<module>()
-> import random
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(4)<module>()
-> def guessing_game():
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(47)<module>()
-> if __name__ == "__main__":
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(48)<module>()
-> guessing_game()
(Pdb) s
--Call--
> c:\users\huangna\repo\week06\guessing_game.py(4)guessing_game()
-> def guessing_game():
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(6)guessing_game()
-> secret_number = random.randint(1, 100)
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(7)guessing_game()
-> n = 0
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(9)guessing_game()
-> 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。")
(Pdb)
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。
> c:\users\huangna\repo\week06\guessing_game.py(11)guessing_game()
-> while True:
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(12)guessing_game()
-> n += 1
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(14)guessing_game()
-> guess = input(f"(第 {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): ")
(Pdb)
(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): 43a
> c:\users\huangna\repo\week06\guessing_game.py(15)guessing_game()
-> guess = guess.strip()  # 去除多余空白字符
(Pdb)
> c:\users\huangna\repo\week06\guessing_game.py(17)guessing_game()
-> if guess == "q":
(Pdb) l
 12             n += 1
 13             # 获取玩家输入
 14             guess = input(f"(第 {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): ")
 15             guess = guess.strip()  # 去除多余空白字符
 16
 17  ->         if guess == "q":
 18                 break
 19
 20             try:
```

```
 32                 break
 33
 34             if guess < secret_number:
 35                 print("猜的数字太小了，再试试。")
 36                 continue
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(21)guessing_game()
-> guess = int(guess)
(Pdb) l
 16
 17             if guess == "q":
 20             try:
 21                 guess = int(guess)
 22  ->         except ValueError:
 23                 print("输入无效，请输入一个整数。")
 24                 continue
 25
 26             if guess < 1 or guess > 100:
 27                 print("输入无效，输入值应该在 1～100 之间。")
(Pdb) n
> c:\users\huangna\repo\week06\guessing_game.py(23)guessing_game()
-> print("输入无效，请输入一个整数。")
(Pdb) l
 18                 break
 19
 20             try:
 21                 guess = int(guess)
 22             except ValueError:
 23  ->             print("输入无效，请输入一个整数。")
 24                 continue
 25
 26             if guess < 1 or guess > 100:
 27                 print("输入无效，输入值应该在 1～100 之间。")
 28                 continue
(Pdb)
```

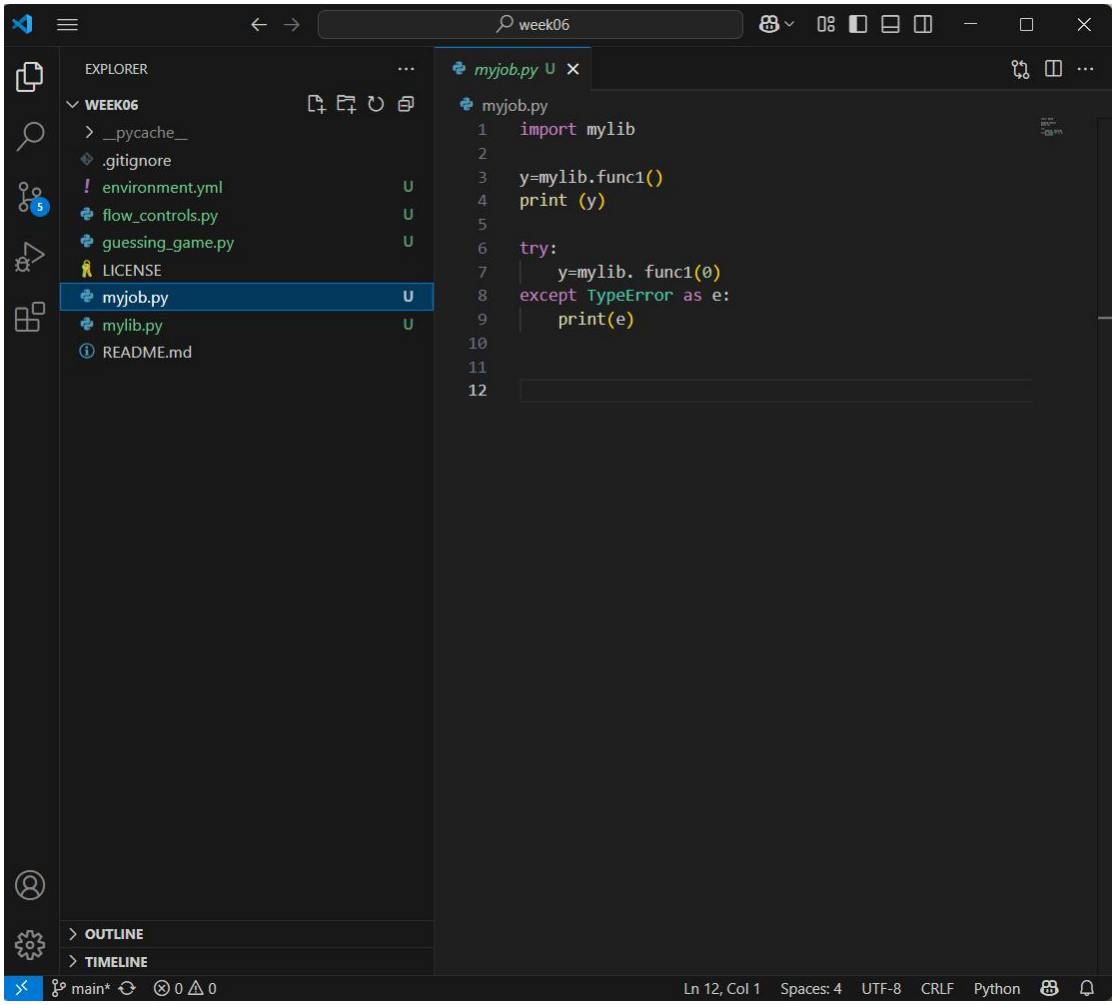
创建一个 flow_controls.py 文件，让豆包 (或 DeepSeek 等任何大模型) 生成例子，尝试运行，体会理解以下 Python 流程控制语句

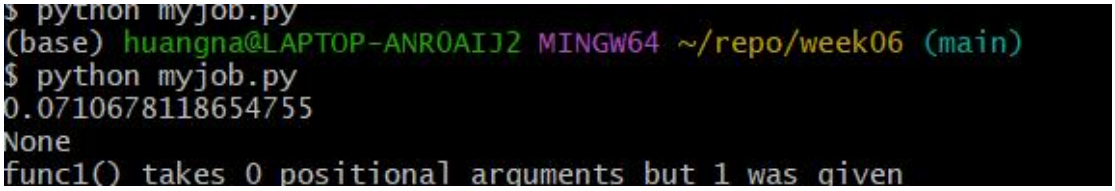
```
(base) huangna@LAPTOP-ANR0AIJ2 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
H
e
l
l
o
0
1
2
3
4
0
1
2
3
4
apple
banana
1
3
5
7
9
未找到 5
你已经成年了。
成绩等级：C
10 是偶数。
```



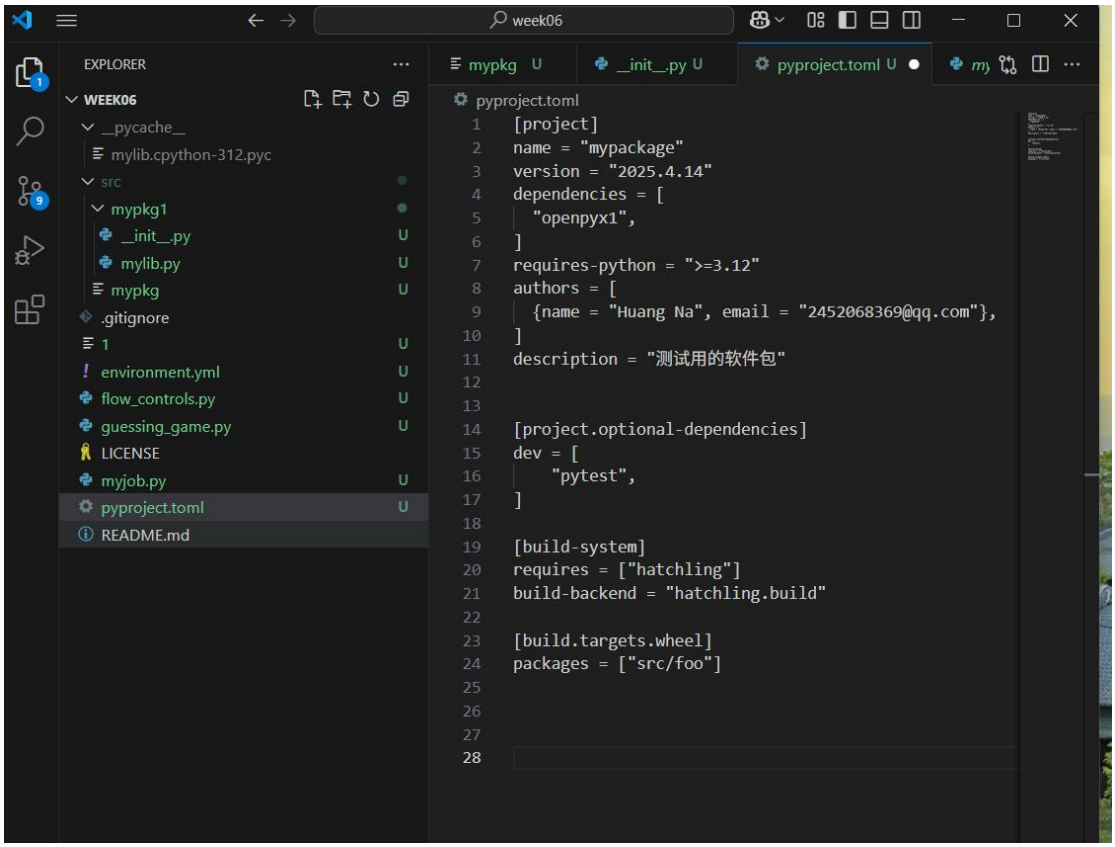


创建一个 mylib.py 模块 (module)，在里面定义以下函数，再创建一个 myjob.py 脚本 (script)，从 mylib.py 导入函数并尝试调用





把 mylib 模块转变为 软件包 (package) 安装进当前的 Conda 环境来使用


week06
EXPLORER
WEEK06
__pycache__
mylib.cpython-312.pyc
src
mypkg1
__init__.py
mylib.py
mypkg
.gitignore
1
environment.yml
flow_controls.py
guessing_game.py
LICENSE
myjob.py
pyproject.toml
README.md
mypkg U
__init__.py U
pyproject.toml U
pyproject.toml
[project]
name = "mypackage"
version = "2025.4.14"
dependencies = [
"openpyxl",
]
requires-python = ">=3.12"
authors = [
{name = "Huang Na", email = "2452068369@qq.com"},
]
description = "测试用的软件包"
[project.optional-dependencies]
dev = [
"pytest",
]
[build-system]
requires = ["hatchling"]
build-backend = "hatchling.build"
[build.targets.wheel]
packages = ["src/foo"]