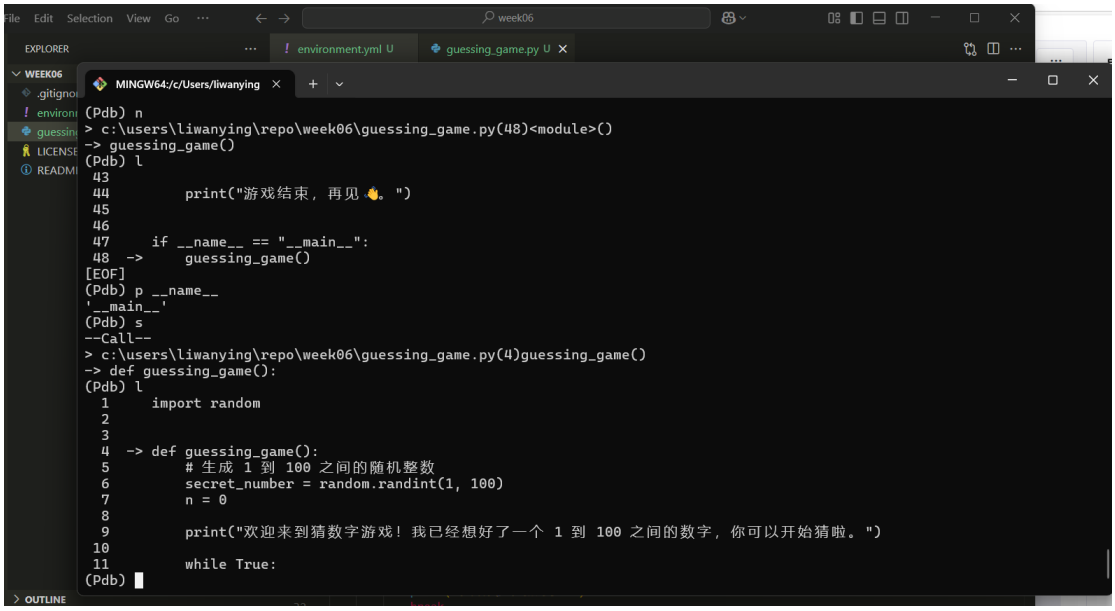
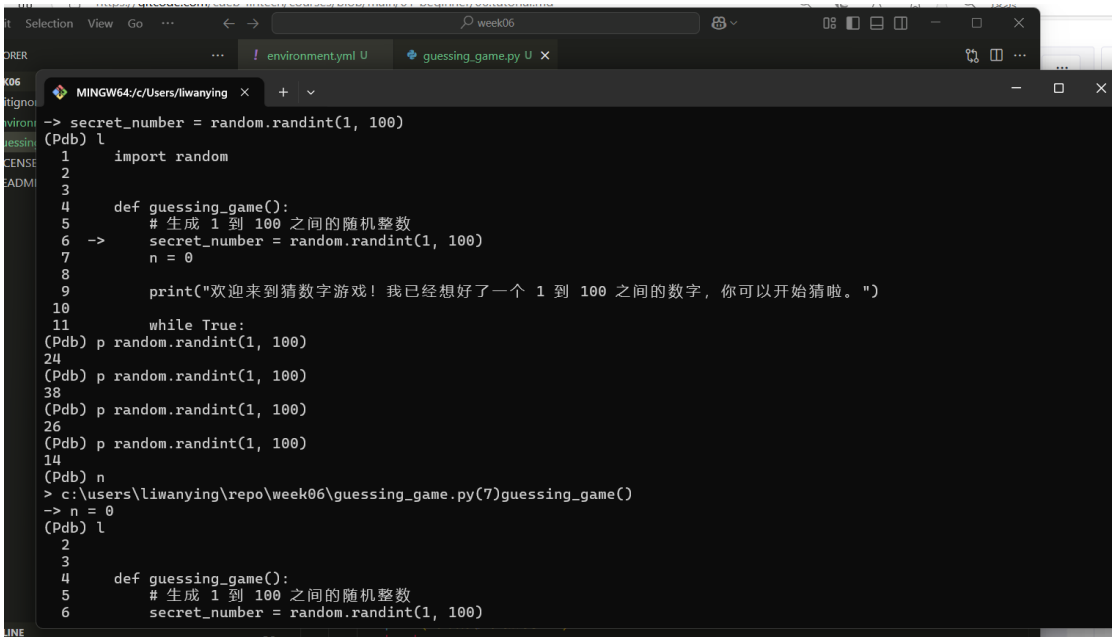
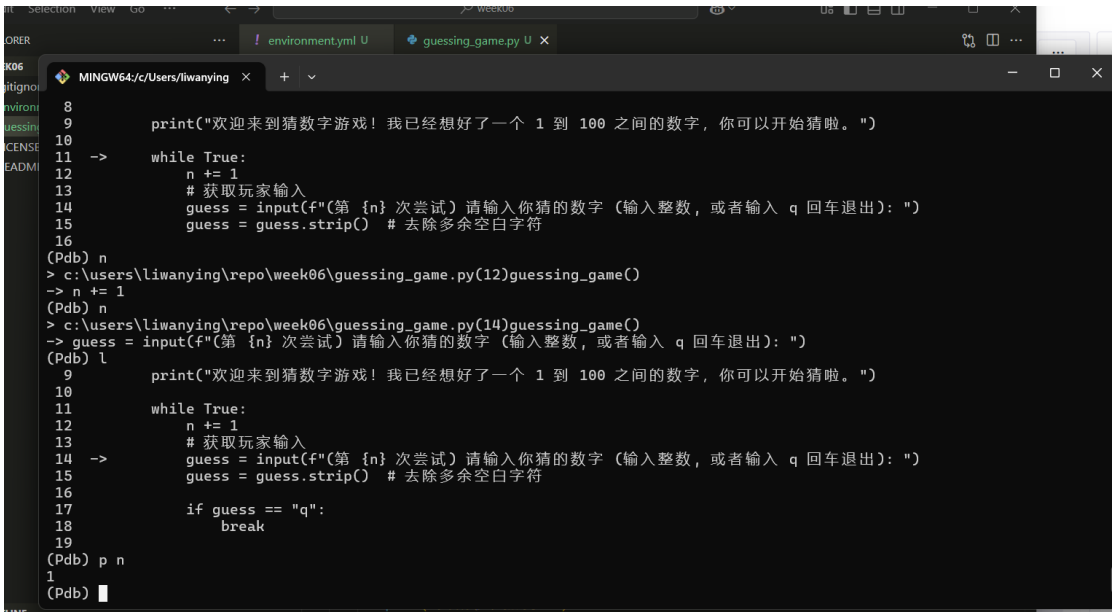
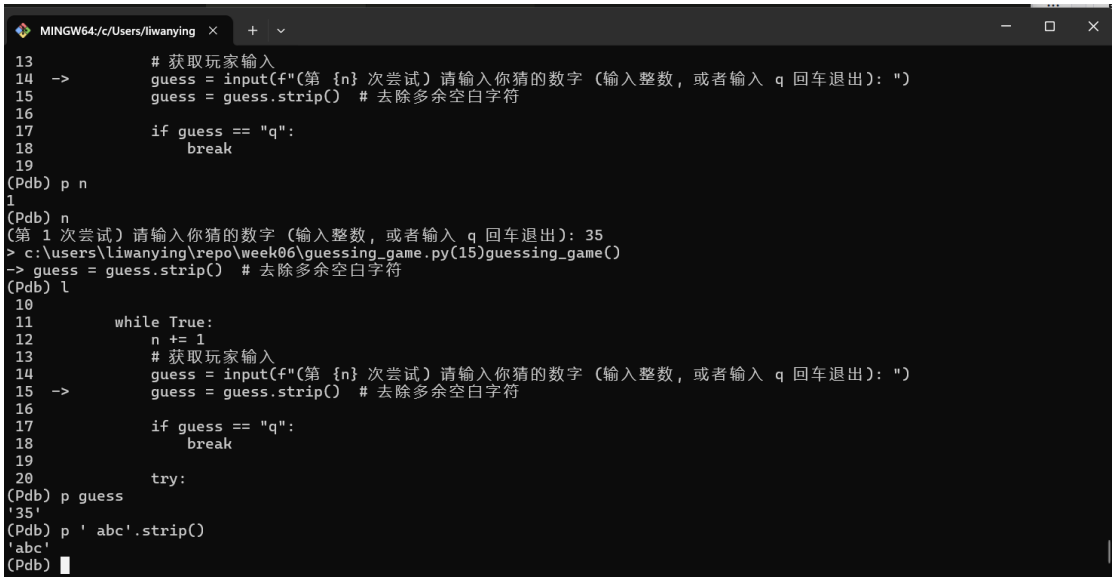
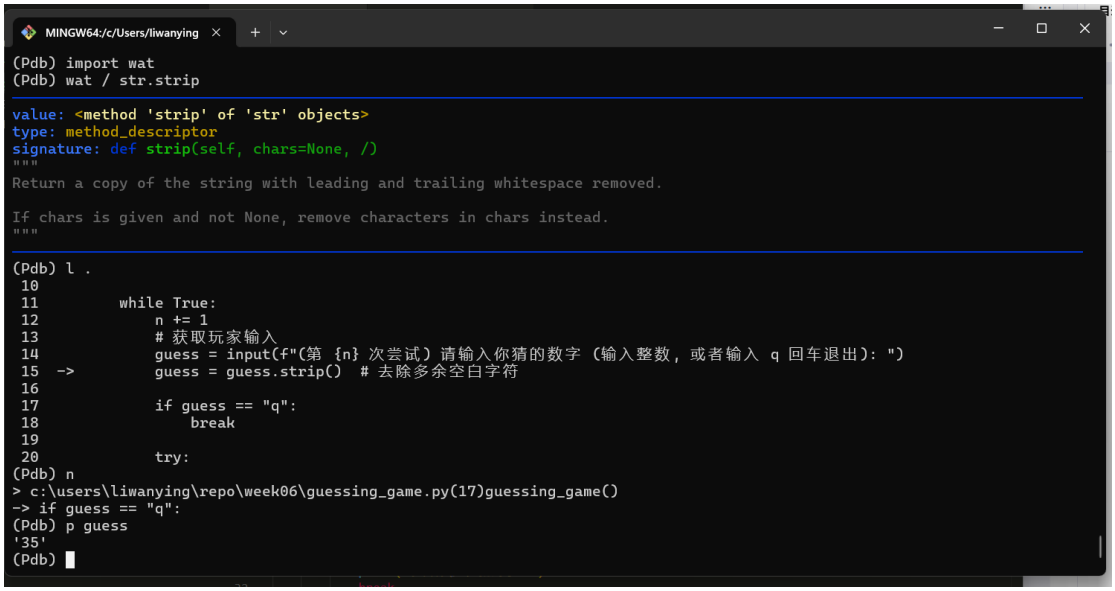
学习笔记

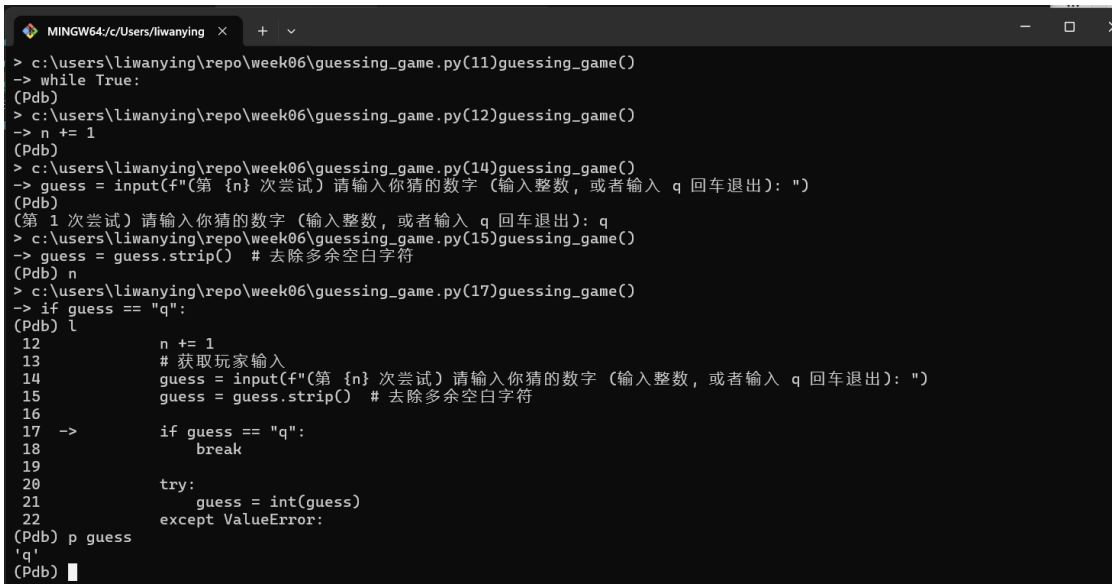

File Edit Selection View Go
week06
EXPLORER
environment.yml U
guessing_game.py U
WEEK06
MINGW64:/c/Users/liwanying
(Pdb) n
> c:\users\liwanying\repo\week06\guessing_game.py(48)<module>()
-> guessing_game()
(Pdb) l
43
44 print("游戏结束，再见👋。")
45
46
47 if __name__ == "__main__":
48 -> guessing_game()
[EOF]
(Pdb) p __name__
'__main__'
(Pdb) s
--Call--
> c:\users\liwanying\repo\week06\guessing_game.py(4)guessing_game()
-> 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，你可以开始猜啦。")
10
11 while True:
(Pdb)
OUTLINE

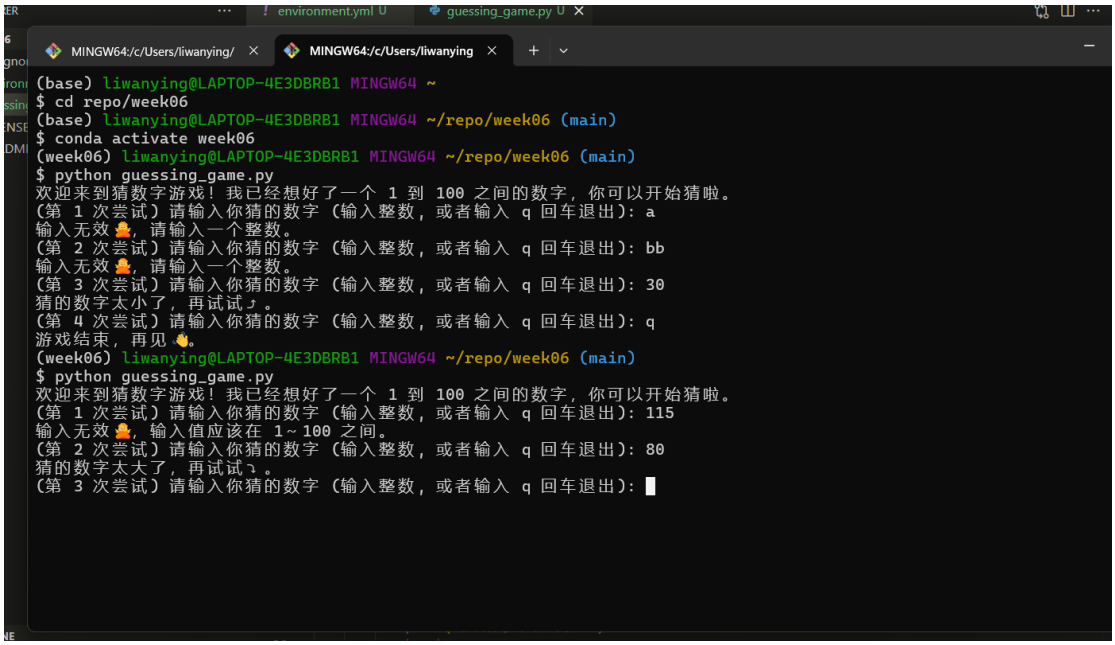

Selection View Go
week06
environment.yml U
guessing_game.py U
MINGW64:/c/Users/liwanying
-> secret_number = random.randint(1, 100)
(Pdb) l
1 import random
2
3
4 def guessing_game():
5 # 生成 1 到 100 之间的随机整数
6 -> secret_number = random.randint(1, 100)
7 n = 0
8
9 print("欢迎来到猜数字游戏！我已经想好了一个 1 到 100 之间的数字，你可以开始猜啦。")
10
11 while True:
(Pdb) p random.randint(1, 100)
24
(Pdb) p random.randint(1, 100)
38
(Pdb) p random.randint(1, 100)
26
(Pdb) p random.randint(1, 100)
14
(Pdb) n
> c:\users\liwanying\repo\week06\guessing_game.py(7)guessing_game()
-> n = 0
(Pdb) l
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)

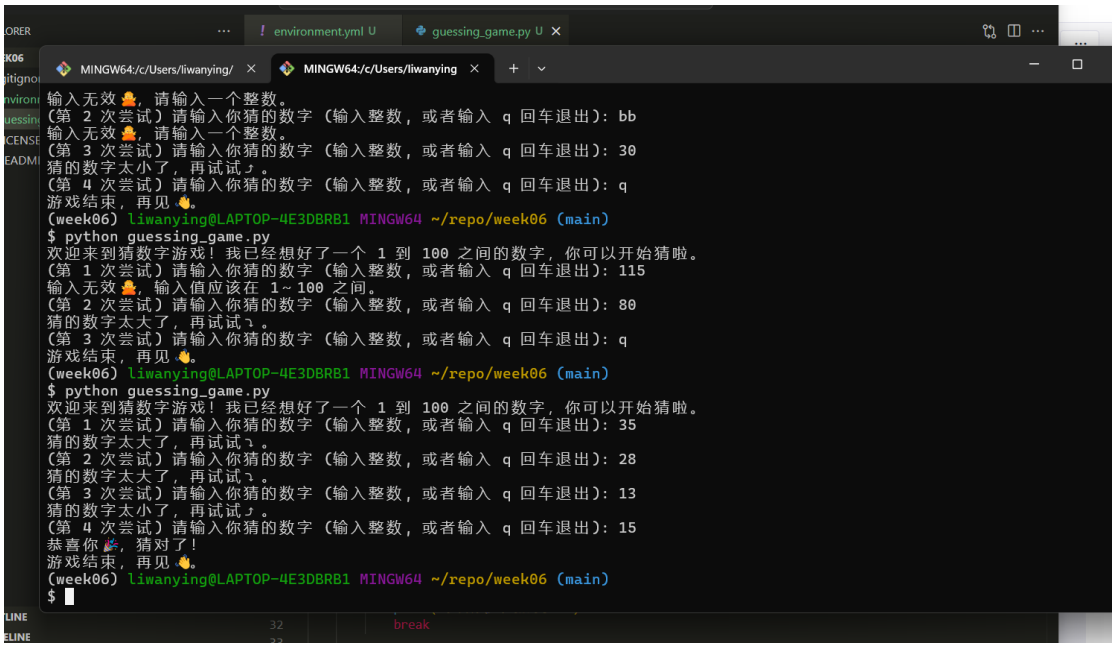

environment.yml U
guessing_game.py U
MINGW64:/c/Users/liwanying
8
9 print("欢迎来到猜数字游戏！我已经想好了一个 1 到 100 之间的数字，你可以开始猜啦。")
10
11 -> while True:
12 n += 1
13 # 获取玩家输入
14 guess = input(f"(第 {n} 次尝试) 请输入你猜的数字 (输入整数，或者输入 q 回车退出): ")
15 guess = guess.strip() # 去除多余空白字符
16
(Pdb) n
> c:\users\liwanying\repo\week06\guessing_game.py(12)guessing_game()
-> n += 1
(Pdb) n
> c:\users\liwanying\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) l
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
(Pdb) p n
1
(Pdb)


MINGW64:/c/Users/liwanying
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
(Pdb) p n
1
(Pdb) n
(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): 35
> c:\users\liwanying\repo\week06\guessing_game.py(15)guessing_game()
-> guess = guess.strip() # 去除多余空白字符
(Pdb) l
10
11 while True:
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:
(Pdb) p guess
'35'
(Pdb) p ' abc'.strip()
'abc'
(Pdb)


MINGW64:/c/Users/liwanying
(Pdb) import wat
(Pdb) wat / str.strip
value: <method 'strip' of 'str' objects>
type: method_descriptor
signature: def strip(self, chars=None, /)
"""
Return a copy of the string with leading and trailing whitespace removed.
If chars is given and not None, remove characters in chars instead.
"""
(Pdb) l .
10
11 while True:
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:
(Pdb) n
> c:\users\liwanying\repo\week06\guessing_game.py(17)guessing_game()
-> if guess == "q":
(Pdb) p guess
'35'
(Pdb)


MINGW64:/c/Users/liwanying
> c:\users\liwanying\repo\week06\guessing_game.py(11)guessing_game()
-> while True:
(Pdb)
> c:\users\liwanying\repo\week06\guessing_game.py(12)guessing_game()
-> n += 1
(Pdb)
> c:\users\liwanying\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): q
> c:\users\liwanying\repo\week06\guessing_game.py(15)guessing_game()
-> guess = guess.strip() # 去除多余空白字符
(Pdb) n
> c:\users\liwanying\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:
21 guess = int(guess)
22 except ValueError:
(Pdb) p guess
'q'
(Pdb)


environment.yml U
guessing_game.py U
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ cd repo/week06
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ conda activate week06
(week06) liwanying@LAPTOP-4E3DBRB1 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): a
输入无效🙅，请输入一个整数。
(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): bb
输入无效🙅，请输入一个整数。
(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): 30
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): q
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 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): 115
输入无效🙅，输入值应该在 1~100 之间。
(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): 80
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):


environment.yml U
guessing_game.py U
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
输入无效🙅，请输入一个整数。
(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): bb
输入无效🙅，请输入一个整数。
(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): 30
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): q
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 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。
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输入无效🙅，输入值应该在 1~100 之间。
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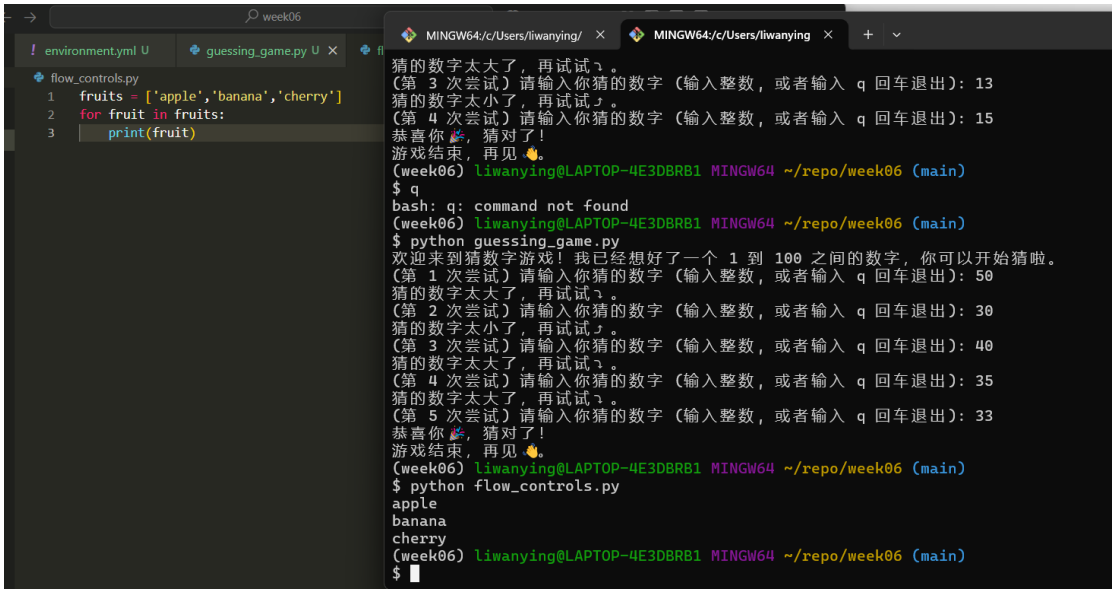
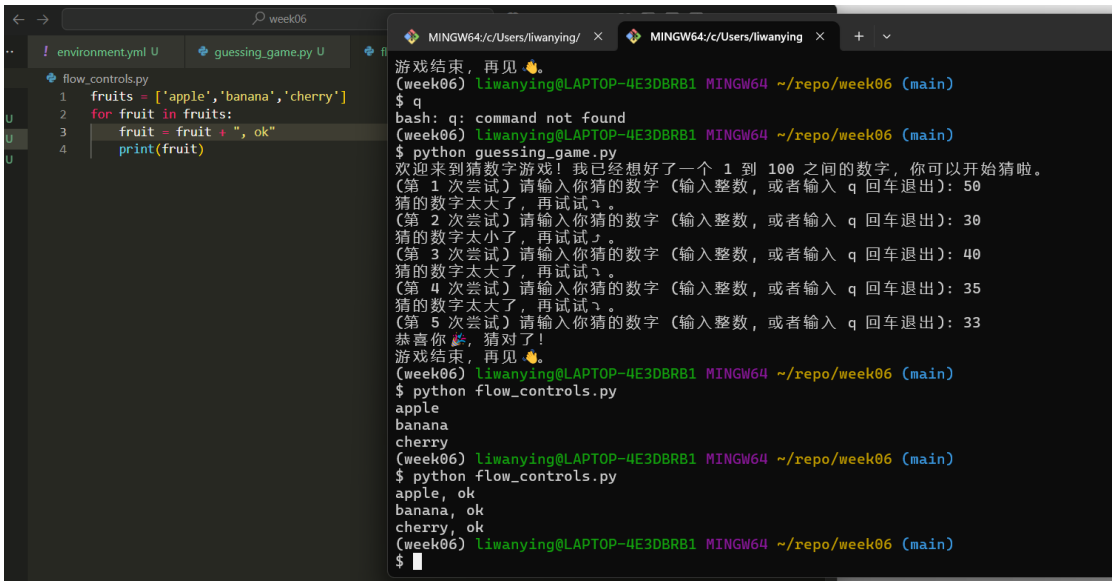
猜的数字太大了，再试试↘。
(第 3 次尝试) 请输入你猜的数字 (输入整数，或者输入 q 回车退出): q
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python guessing_game.py
欢迎来到猜数字游戏！我已经想好了一个 1 到 100 之间的数字，你可以开始猜啦。
(第 1 次尝试) 请输入你猜的数字 (输入整数，或者输入 q 回车退出): 35
猜的数字太大了，再试试↘。
(第 2 次尝试) 请输入你猜的数字 (输入整数，或者输入 q 回车退出): 28
猜的数字太大了，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): 13
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): 15
恭喜你🎉，猜对了！
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$
break


week06
environment.yml U
guessing_game.py U
flow_controls.py
1 fruits = ['apple','banana','cherry']
2 for fruit in fruits:
3 print(fruit)
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
猜的数字太大了，再试试ㄋ。
(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): 13
猜的数字太小了，再试试ㄕ。
(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): 15
恭喜你🎉，猜对了！
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ q
bash: q: command not found
(week06) liwanying@LAPTOP-4E3DBRB1 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): 50
猜的数字太大了，再试试ㄋ。
(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): 30
猜的数字太小了，再试试ㄕ。
(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): 40
猜的数字太大了，再试试ㄋ。
(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): 35
猜的数字太大了，再试试ㄋ。
(第 5 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
恭喜你🎉，猜对了！
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple
banana
cherry
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


week06
environment.yml U
guessing_game.py U
flow_controls.py
1 fruits = ['apple','banana','cherry']
2 for fruit in fruits:
3 fruit = fruit + ", ok"
4 print(fruit)
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ q
bash: q: command not found
(week06) liwanying@LAPTOP-4E3DBRB1 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): 50
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猜的数字太大了，再试试ㄋ。
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猜的数字太大了，再试试ㄋ。
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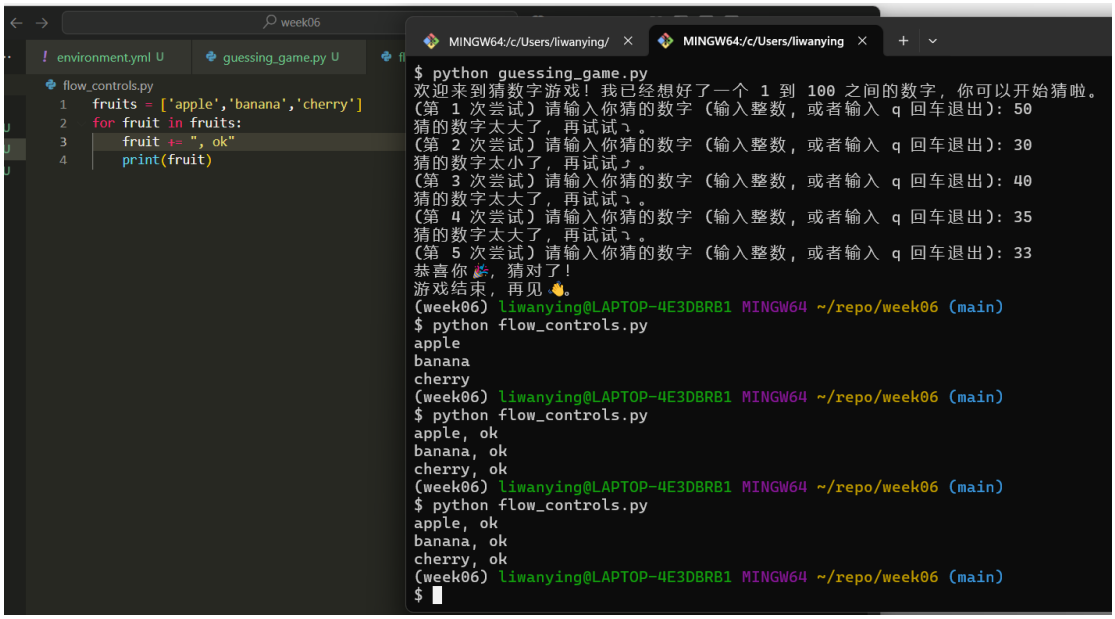
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple
banana
cherry
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


week06
environment.yml U
guessing_game.py U
flow_controls.py
1 fruits = ['apple','banana','cherry']
2 for fruit in fruits:
3 fruit += ", ok"
4 print(fruit)
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
$ 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。
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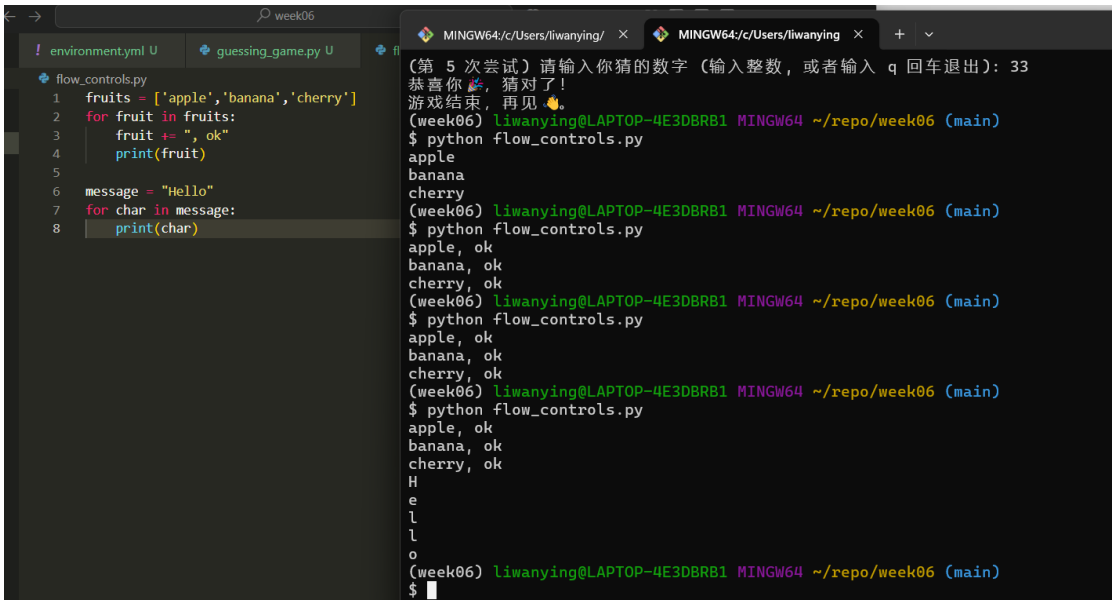
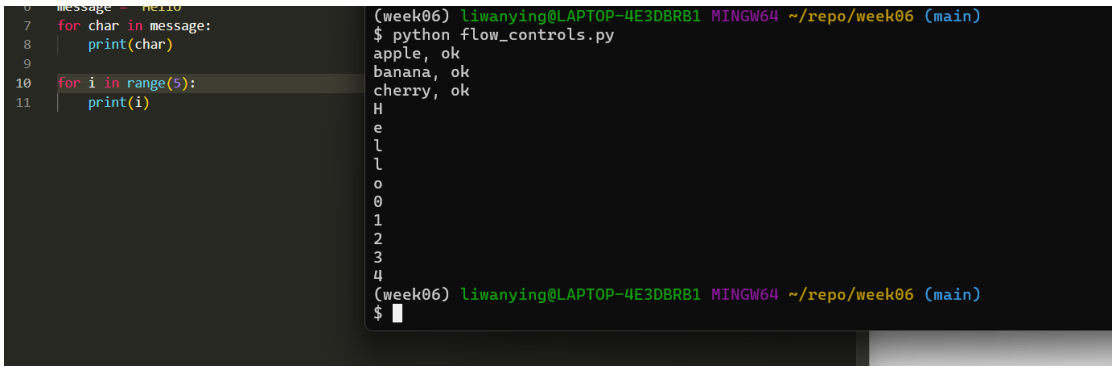
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple
banana
cherry
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


week06
environment.yml U
guessing_game.py U
flow_controls.py
1 fruits = ['apple','banana','cherry']
2 for fruit in fruits:
3 fruit += ", ok"
4 print(fruit)
6 message = "Hello"
7 for char in message:
8 print(char)
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
(第 5 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
恭喜你🎉，猜对了！
游戏结束，再见👋。
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple
banana
cherry
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


for char in message:
print(char)
for i in range(5):
print(i)
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

```
for char in message:
    print(char)

for i in range(5):
    print(i)

person = {"name": "John", "age": 30, "city":
for key, value in person.items():
    print(f"{key}: {value}")
```

```
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$
```

week06

environment.yml U | guessing_game.py U | flow_c

flow_controls.py

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

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

for i in range(5):
    print(i)

person = {"name": "John", "age": 30, "city":
for key, value in person.items():
    print(f"{key}: {value}")

person = {"name": "John", "age": 30, "city":
for key in person.keys():
    print(f"{key}: {value}")
```

```
1
2
3
4
name: John
age: 30
city: New York
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
name: New York
age: New York
city: New York
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$
```

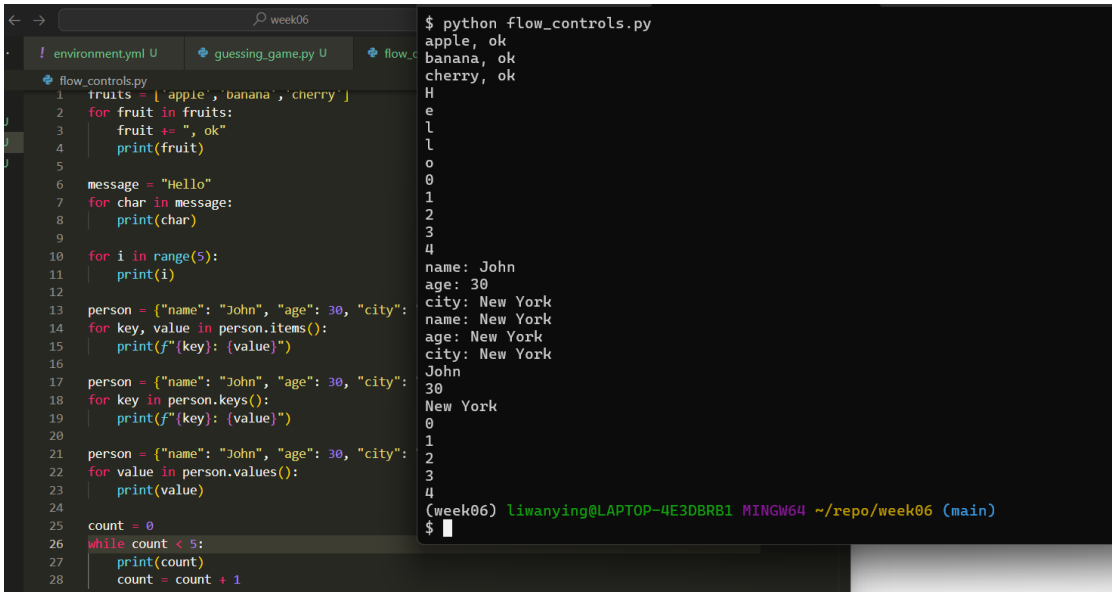
week06

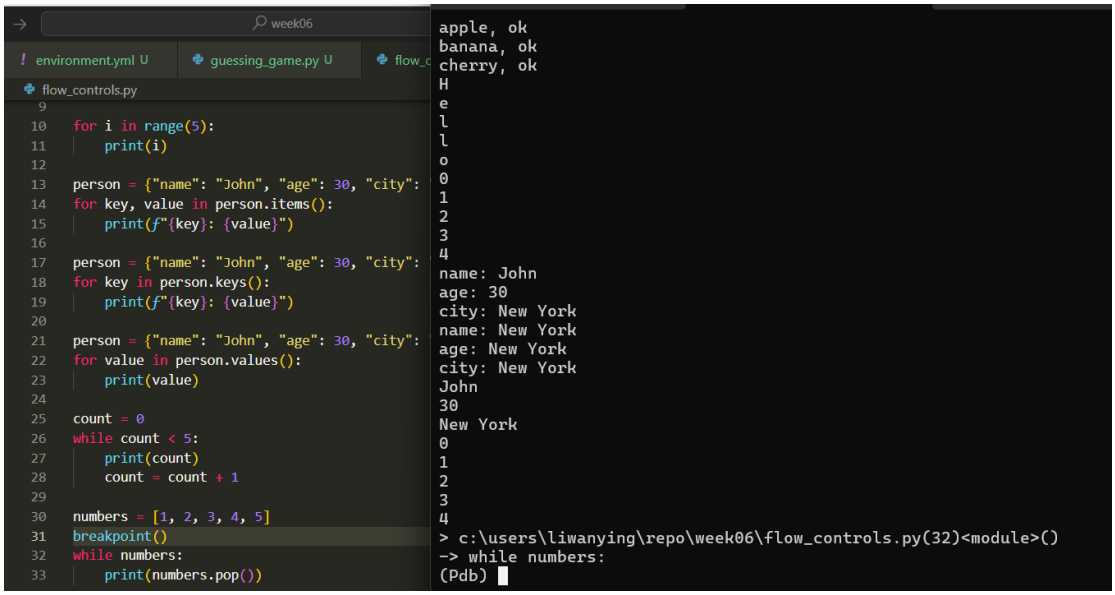
environment.yml U | guessing_game.py U | flow_c

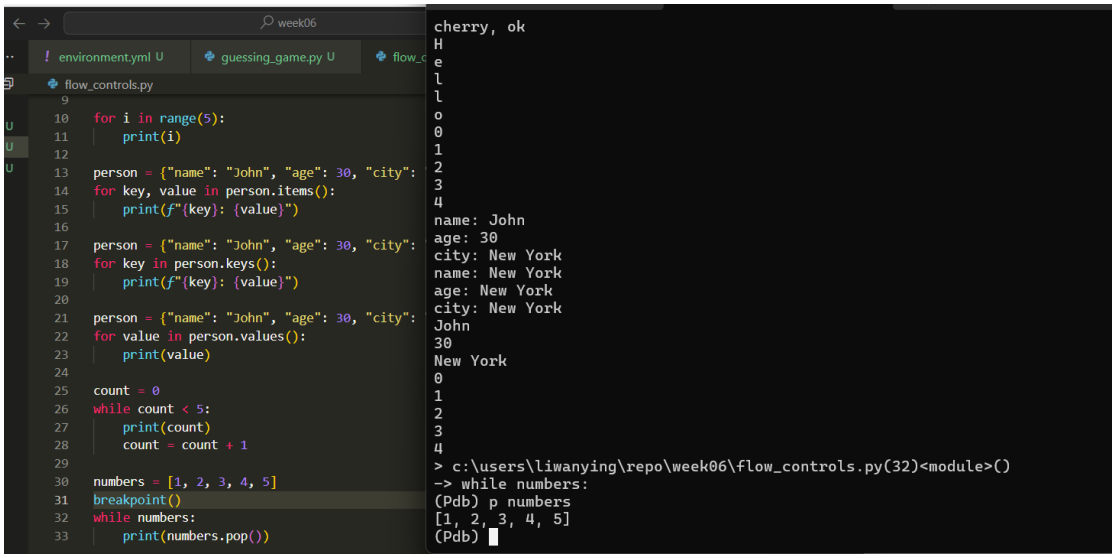
flow_controls.py

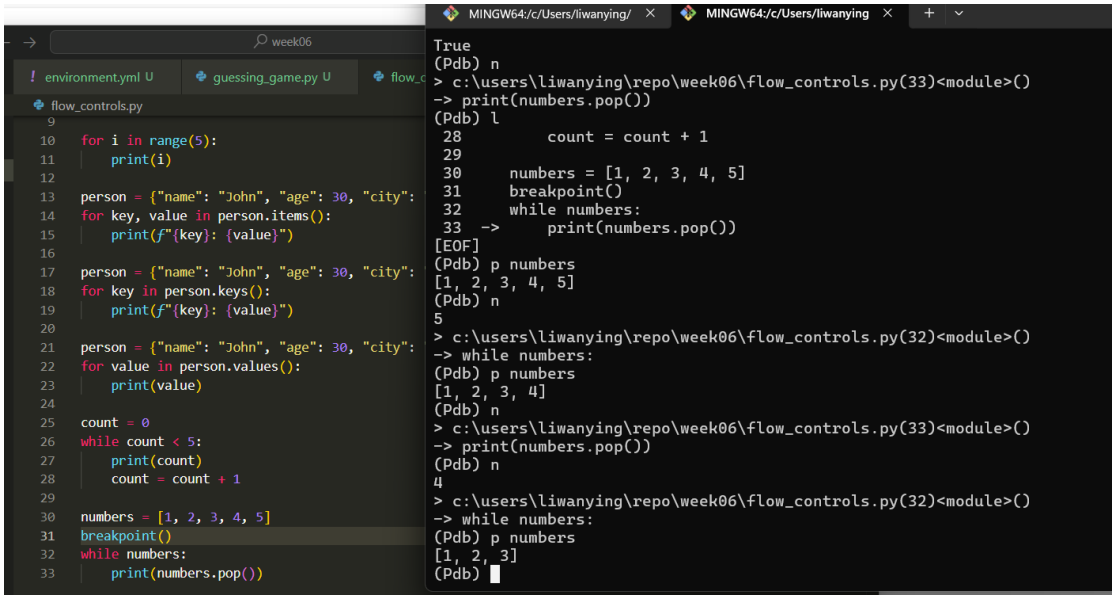
```
fruits = ['apple','banana','cherry']
for fruit in fruits:
    fruit += ", ok"
    print(fruit)

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

for i in range(5):
    print(i)

person = {"name": "John", "age": 30, "city":
for key, value in person.items():
    print(f"{key}: {value}")

person = {"name": "John", "age": 30, "city":
for key in person.keys():
    print(f"{key}: {value}")

person = {"name": "John", "age": 30, "city":
for value in person.values():
    print(value)
```

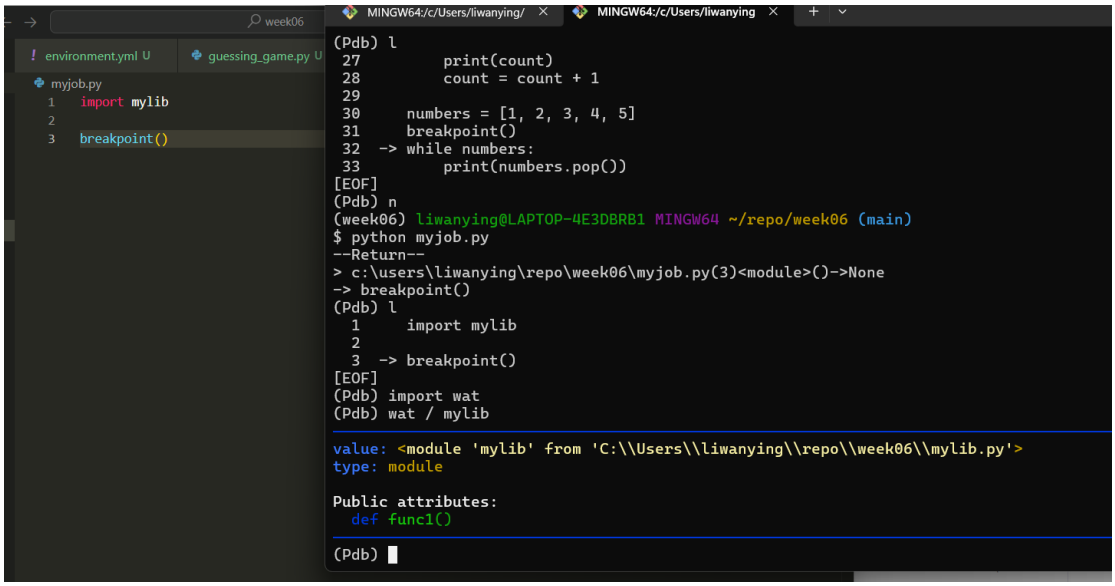
```
  File "C:\Users\liwanying\repo\week06\flow_controls.py", line 22, in <module>
    for key, value in person.values():
        ^^^^^^^^^^
ValueError: too many values to unpack (expected 2)
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
name: New York
age: New York
city: New York
John
30
New York
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$
```

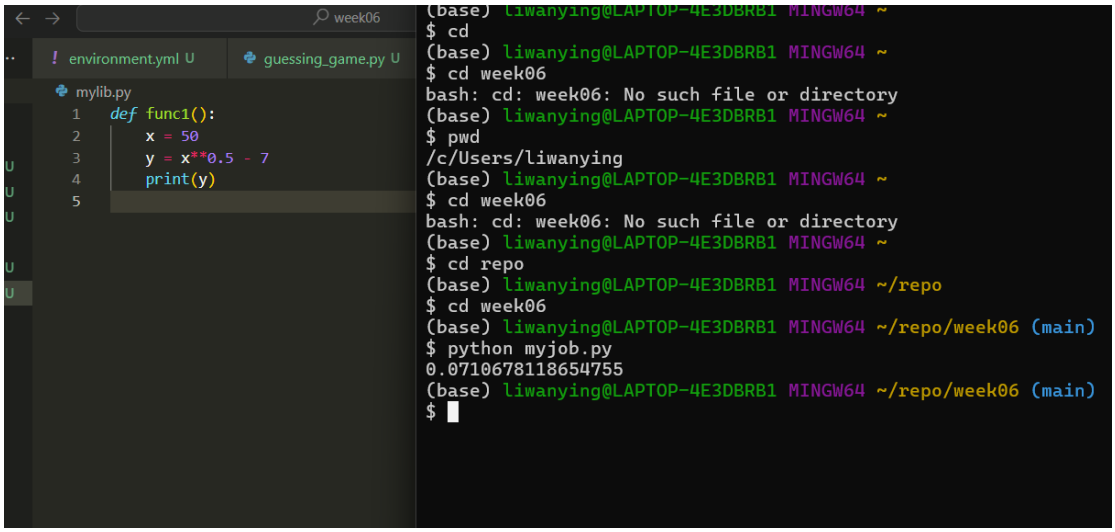

week06
environment.yml U
guessing_game.py U
flow_controls.py
fruits = ['apple', 'banana', 'cherry']
for fruit in fruits:
fruit += ", ok"
print(fruit)
message = "Hello"
for char in message:
print(char)
for i in range(5):
print(i)
person = {"name": "John", "age": 30, "city":
for key, value in person.items():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for key in person.keys():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for value in person.values():
print(value)
count = 0
while count < 5:
print(count)
count = count + 1
$ python flow_controls.py
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
name: New York
age: New York
city: New York
John
30
New York
0
1
2
3
4
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

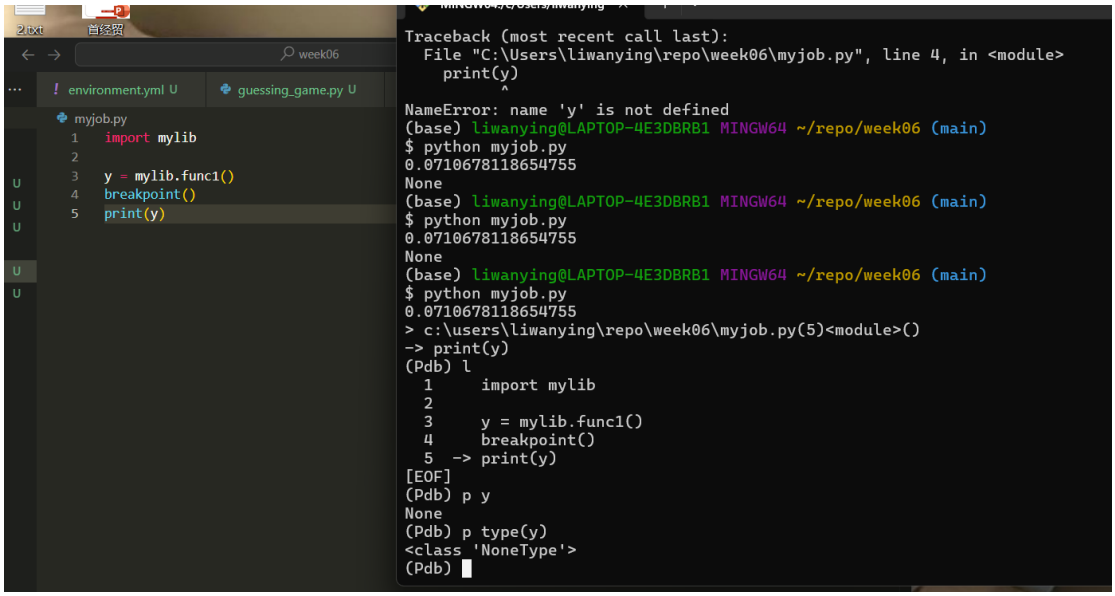

week06
environment.yml U
guessing_game.py U
flow_controls.py
for i in range(5):
print(i)
person = {"name": "John", "age": 30, "city":
for key, value in person.items():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for key in person.keys():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for value in person.values():
print(value)
count = 0
while count < 5:
print(count)
count = count + 1
numbers = [1, 2, 3, 4, 5]
breakpoint()
while numbers:
print(numbers.pop())
apple, ok
banana, ok
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
name: New York
age: New York
city: New York
John
30
New York
0
1
2
3
4
> c:\users\liwanying\repo\week06\flow_controls.py(32)<module>()
-> while numbers:
(Pdb)

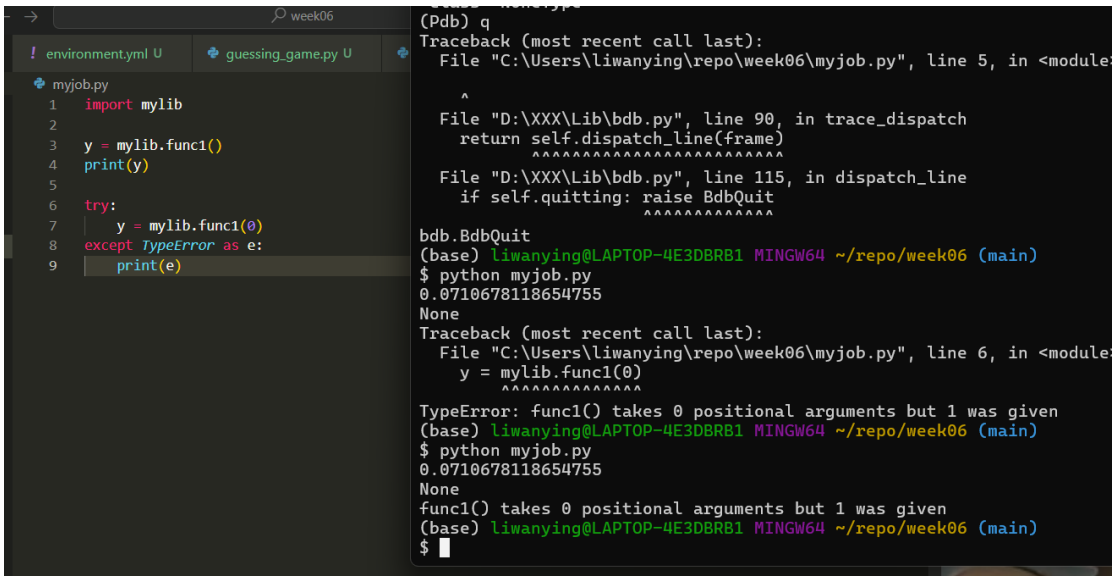

week06
environment.yml U
guessing_game.py U
flow_controls.py
for i in range(5):
print(i)
person = {"name": "John", "age": 30, "city":
for key, value in person.items():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for key in person.keys():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for value in person.values():
print(value)
count = 0
while count < 5:
print(count)
count = count + 1
numbers = [1, 2, 3, 4, 5]
breakpoint()
while numbers:
print(numbers.pop())
cherry, ok
H
e
l
l
o
0
1
2
3
4
name: John
age: 30
city: New York
name: New York
age: New York
city: New York
John
30
New York
0
1
2
3
4
> c:\users\liwanying\repo\week06\flow_controls.py(32)<module>()
-> while numbers:
(Pdb) p numbers
[1, 2, 3, 4, 5]
(Pdb)

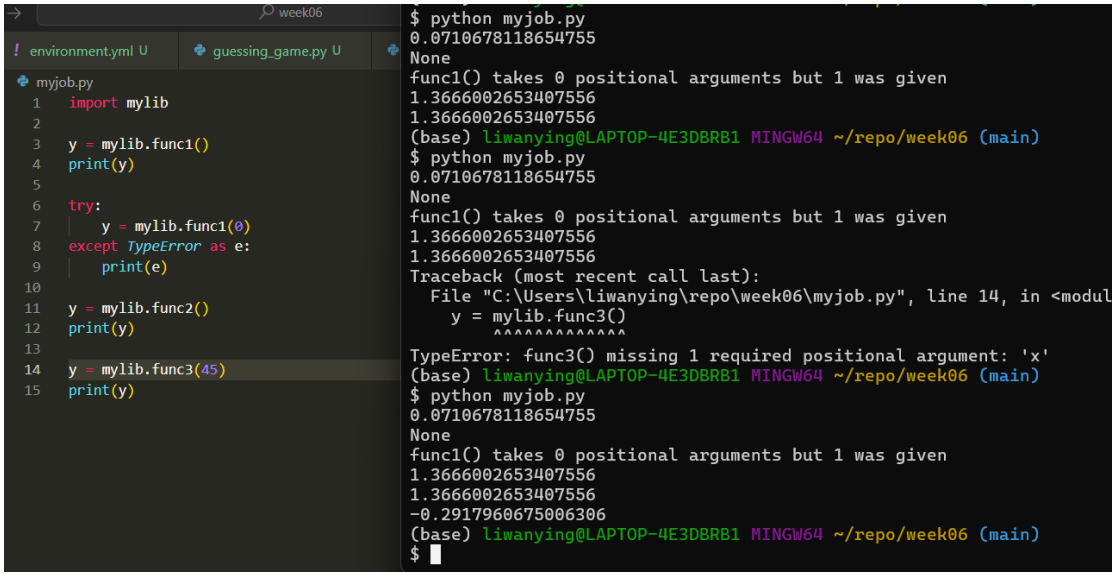

week06
environment.yml U
guessing_game.py U
flow_controls.py
for i in range(5):
print(i)
person = {"name": "John", "age": 30, "city":
for key, value in person.items():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for key in person.keys():
print(f"{key}: {value}")
person = {"name": "John", "age": 30, "city":
for value in person.values():
print(value)
count = 0
while count < 5:
print(count)
count = count + 1
numbers = [1, 2, 3, 4, 5]
breakpoint()
while numbers:
print(numbers.pop())
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
True
(Pdb) n
> c:\users\liwanying\repo\week06\flow_controls.py(33)<module>()
-> print(numbers.pop())
(Pdb) l
28 count = count + 1
29
30 numbers = [1, 2, 3, 4, 5]
31 breakpoint()
32 while numbers:
33 -> print(numbers.pop())
[EOF]
(Pdb) p numbers
[1, 2, 3, 4, 5]
(Pdb) n
5
> c:\users\liwanying\repo\week06\flow_controls.py(32)<module>()
-> while numbers:
(Pdb) p numbers
[1, 2, 3, 4]
(Pdb) n
> c:\users\liwanying\repo\week06\flow_controls.py(33)<module>()
-> print(numbers.pop())
(Pdb) n
4
> c:\users\liwanying\repo\week06\flow_controls.py(32)<module>()
-> while numbers:
(Pdb) p numbers
[1, 2, 3]
(Pdb)

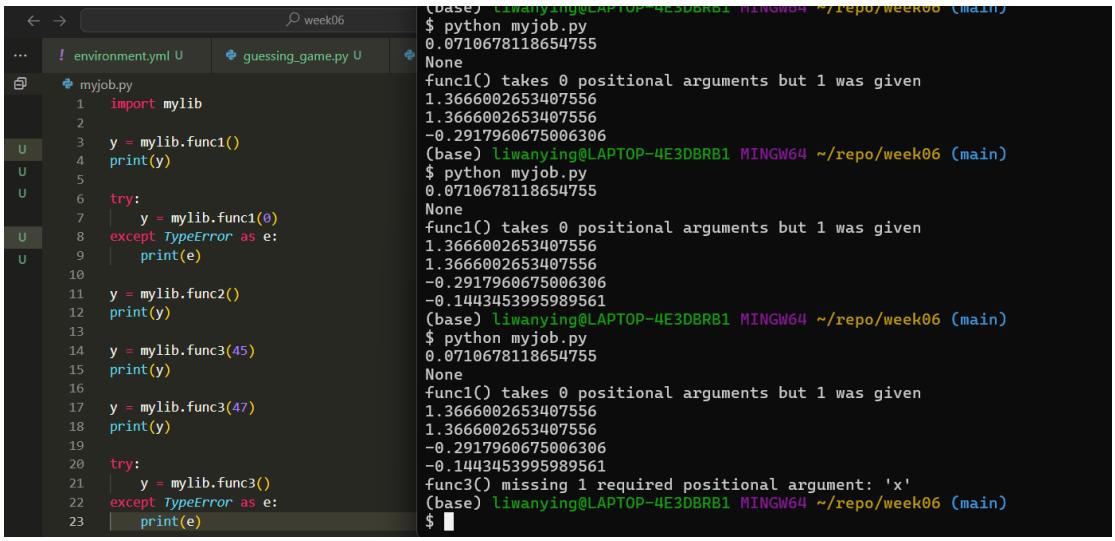

week06
environment.yml U
guessing_game.py U
myjob.py
1 import mylib
2
3 breakpoint()
MINGW64:/c/Users/liwanying/
MINGW64:/c/Users/liwanying
(Pdb) l
27 print(count)
28 count = count + 1
29
30 numbers = [1, 2, 3, 4, 5]
31 breakpoint()
32 -> while numbers:
33 print(numbers.pop())
[EOF]
(Pdb) n
(week06) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
--Return--
> c:\users\liwanying\repo\week06\myjob.py(3)<module>()->None
-> breakpoint()
(Pdb) l
1 import mylib
2
3 -> breakpoint()
[EOF]
(Pdb) import wat
(Pdb) wat / mylib
value: <module 'mylib' from 'C:\\Users\\liwanying\\repo\\week06\\mylib.py'>
type: module
Public attributes:
def func1()
(Pdb)

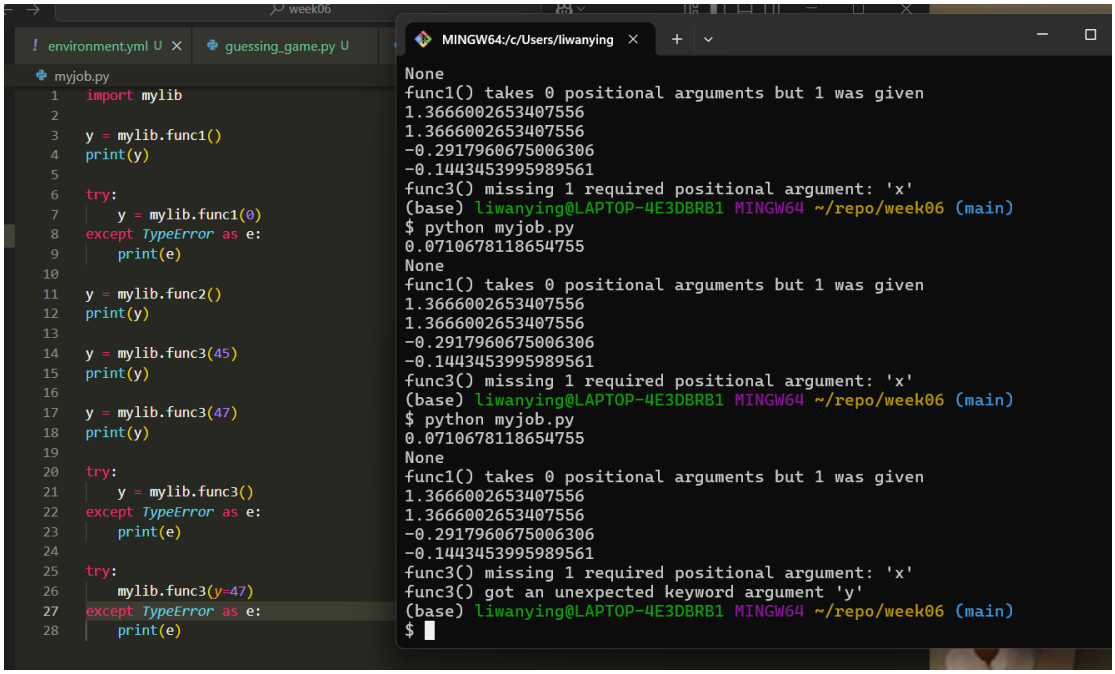

week06
environment.yml U
guessing_game.py U
mylib.py
1 def func1():
2 x = 50
3 y = x**0.5 - 7
4 print(y)
5
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ cd
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ cd week06
bash: cd: week06: No such file or directory
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ pwd
/c/Users/liwanying
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ cd week06
bash: cd: week06: No such file or directory
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~
$ cd repo
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo
$ cd week06
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.07106781186547551
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

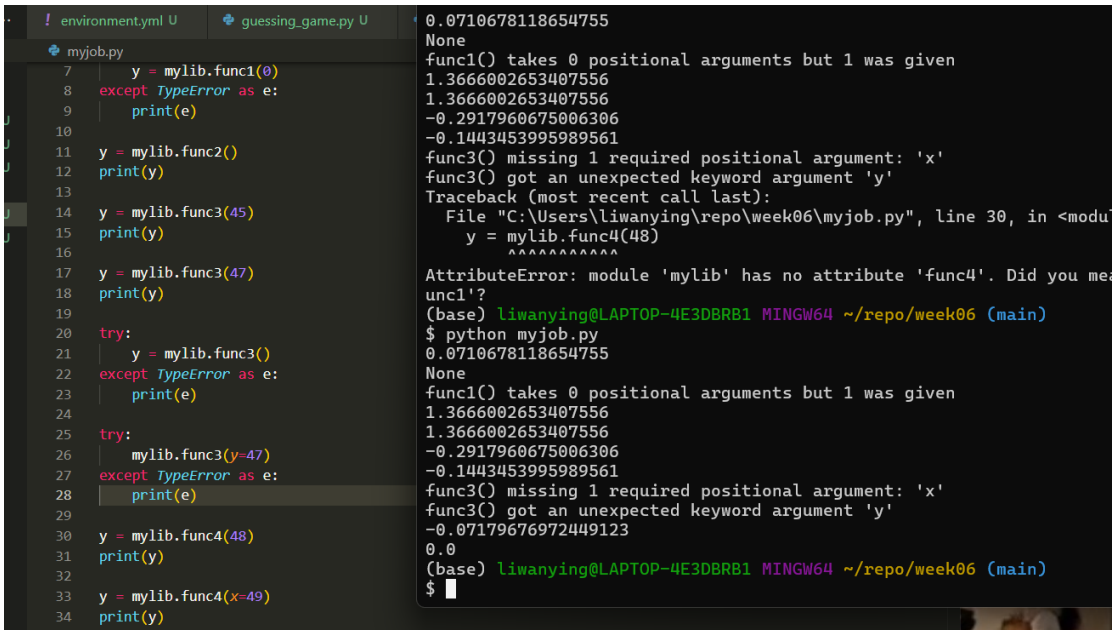

2.txt
首经贸
week06
environment.yml U
guessing_game.py U
myjob.py
1 import mylib
2
3 y = mylib.func1()
4 breakpoint()
5 print(y)
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 4, in <module>
print(y)
^
NameError: name 'y' is not defined
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
> c:\users\liwanying\repo\week06\myjob.py(5)<module>()
-> print(y)
(Pdb) l
1 import mylib
2
3 y = mylib.func1()
4 breakpoint()
5 -> print(y)
[EOF]
(Pdb) p y
None
(Pdb) p type(y)
<class 'NoneType'>
(Pdb)

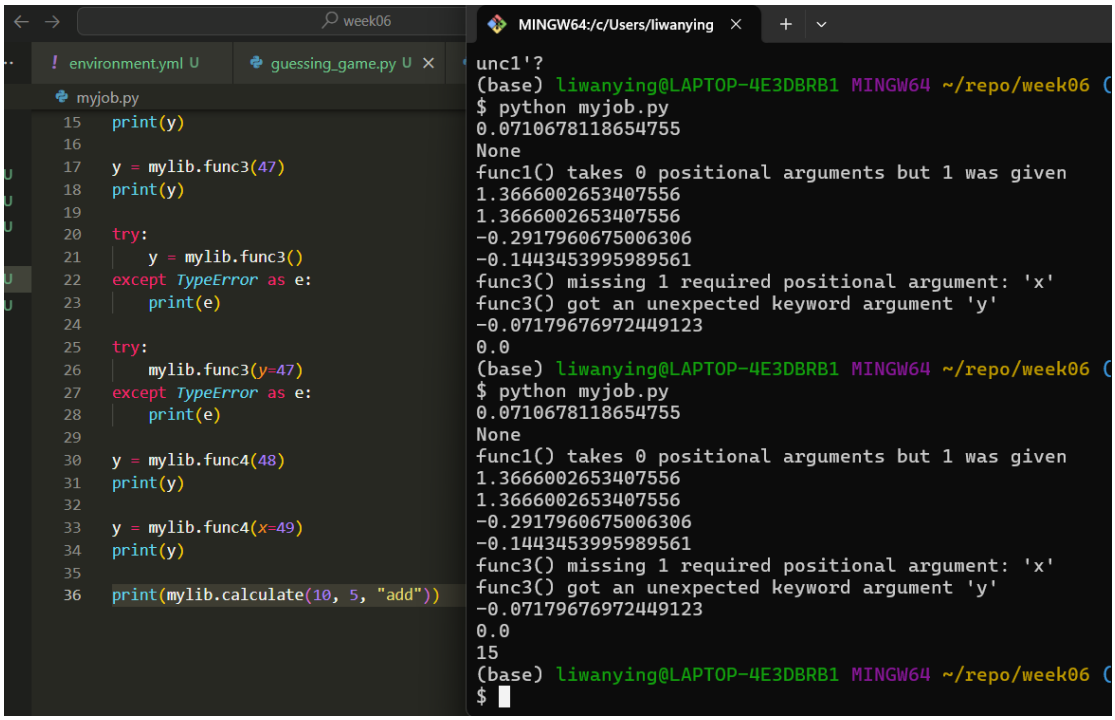

week06
environment.yml U
guessing_game.py U
myjob.py
1 import mylib
2
3 y = mylib.func1()
4 print(y)
5
6 try:
7 y = mylib.func1(0)
8 except TypeError as e:
9 print(e)
(Pdb) q
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 5, in <module>
^
File "D:\XXX\Lib\bdb.py", line 90, in trace_dispatch
return self.dispatch_line(frame)
^^^^^^^^^^^^^^^^^^^^^^^^^
File "D:\XXX\Lib\bdb.py", line 115, in dispatch_line
if self.quitting: raise BdbQuit
^^^^^^^^^^^^^
bdb.BdbQuit
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 6, in <module>
y = mylib.func1(0)
^^^^^^^^^^^^^^
TypeError: func1() takes 0 positional arguments but 1 was given
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

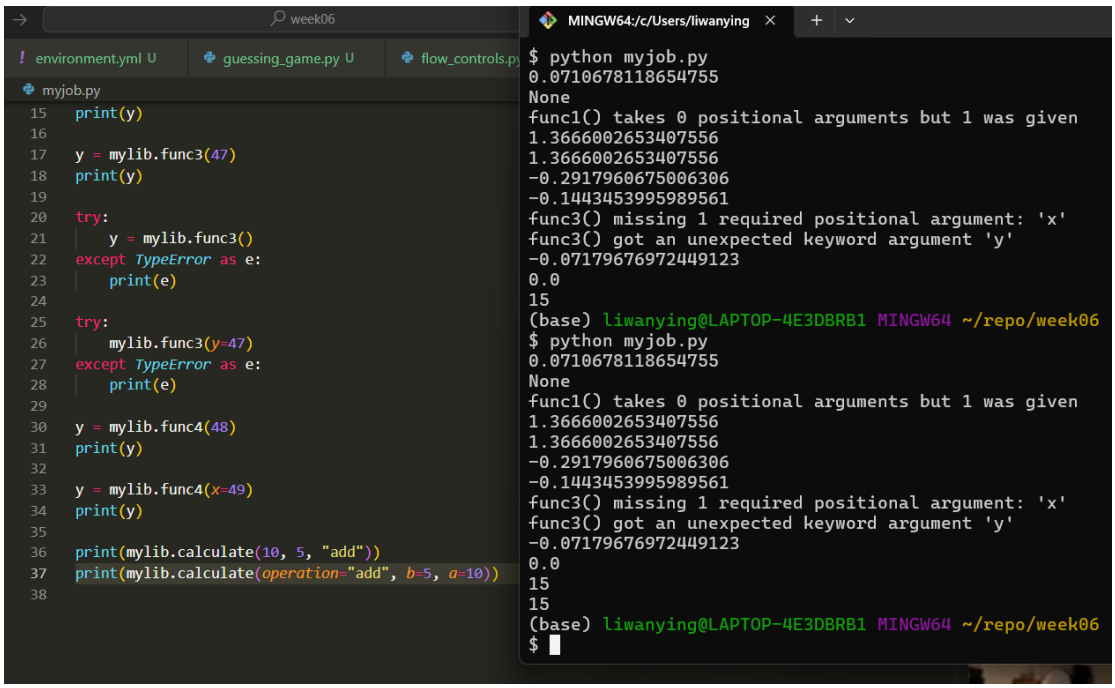

week06
environment.yml U
guessing_game.py U
myjob.py
1 import mylib
2
3 y = mylib.func1()
4 print(y)
5
6 try:
7 y = mylib.func1(0)
8 except TypeError as e:
9 print(e)
10
11 y = mylib.func2()
12 print(y)
13
14 y = mylib.func3(45)
15 print(y)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 14, in <modul
y = mylib.func3()
^^^^^^^^^^^^
TypeError: func3() missing 1 required positional argument: 'x'
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

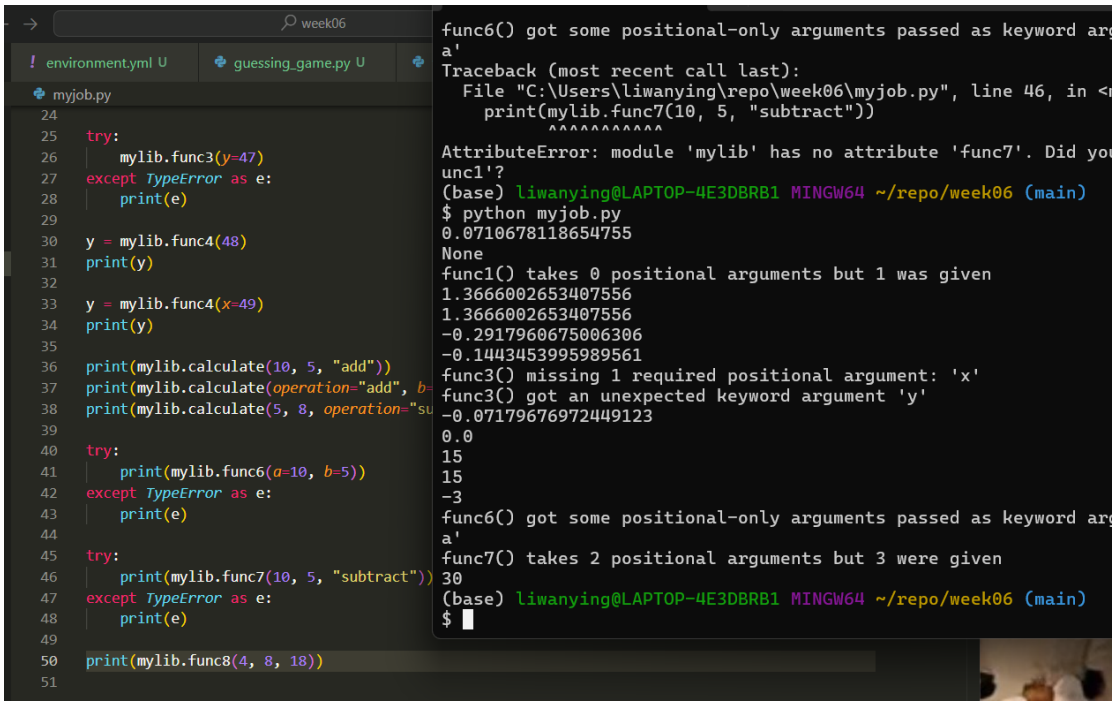

week06
environment.yml U
guessing_game.py U
myjob.py
1 import mylib
2
3 y = mylib.func1()
4 print(y)
5
6 try:
7 y = mylib.func1(0)
8 except TypeError as e:
9 print(e)
10
11 y = mylib.func2()
12 print(y)
13
14 y = mylib.func3(45)
15 print(y)
16
17 y = mylib.func3(47)
18 print(y)
19
20 try:
21 y = mylib.func3()
22 except TypeError as e:
23 print(e)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

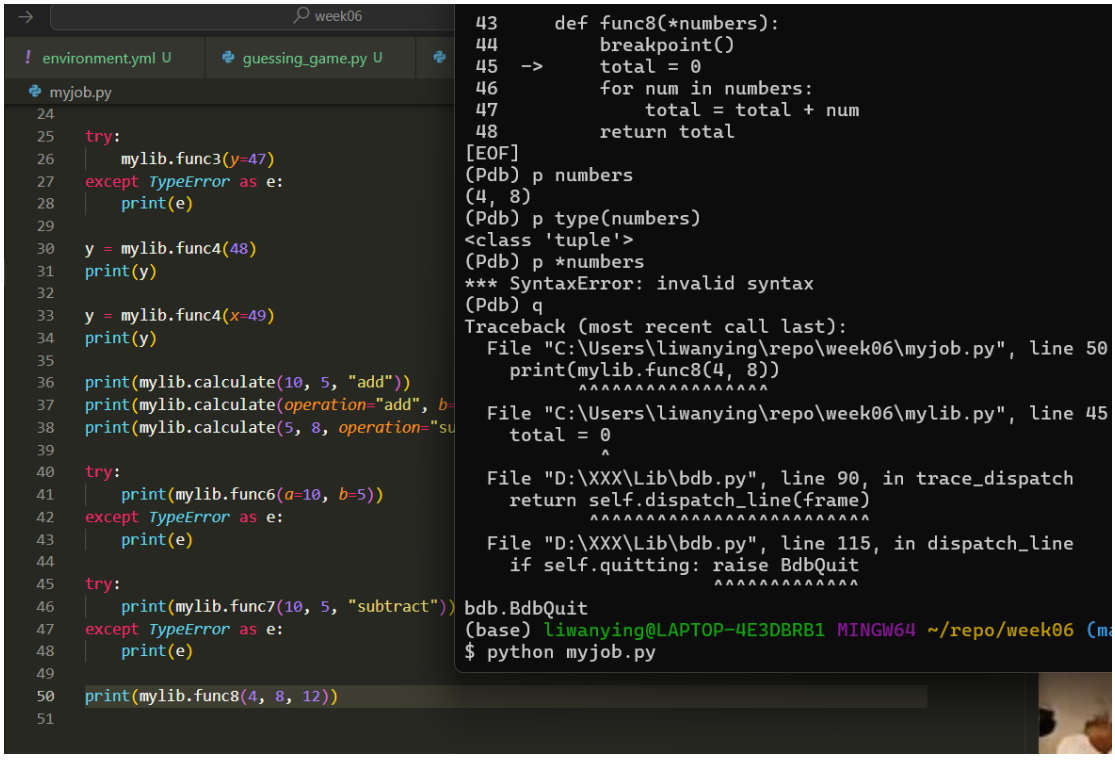

environment.yml U
guessing_game.py U
myjob.py
import mylib
y = mylib.func1()
print(y)
try:
y = mylib.func1(0)
except TypeError as e:
print(e)
y = mylib.func2()
print(y)
y = mylib.func3(45)
print(y)
y = mylib.func3(47)
print(y)
try:
y = mylib.func3()
except TypeError as e:
print(e)
try:
mylib.func3(y=47)
except TypeError as e:
print(e)
MINGW64:/c/Users/liwanying
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

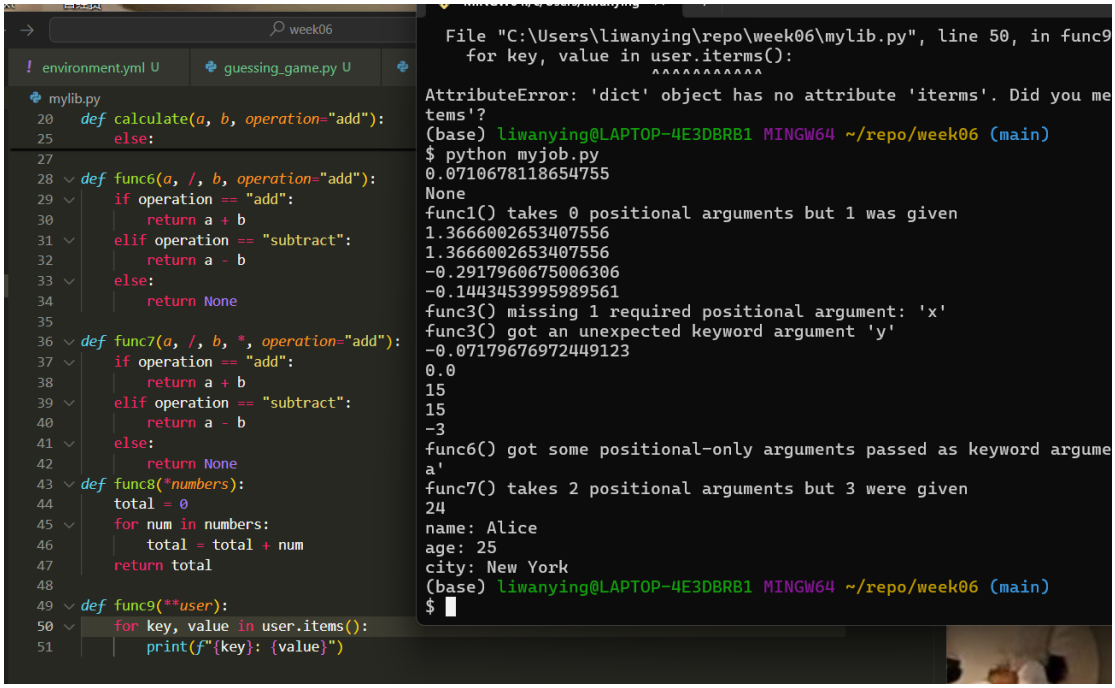

environment.yml U
guessing_game.py U
myjob.py
y = mylib.func1(0)
except TypeError as e:
print(e)
y = mylib.func2()
print(y)
y = mylib.func3(45)
print(y)
y = mylib.func3(47)
print(y)
try:
y = mylib.func3()
except TypeError as e:
print(e)
try:
mylib.func3(y=47)
except TypeError as e:
print(e)
y = mylib.func4(48)
print(y)
y = mylib.func4(x=49)
print(y)
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 30, in <modu
y = mylib.func4(48)
^^^^^^^^^^
AttributeError: module 'mylib' has no attribute 'func4'. Did you me
unc1'?
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$

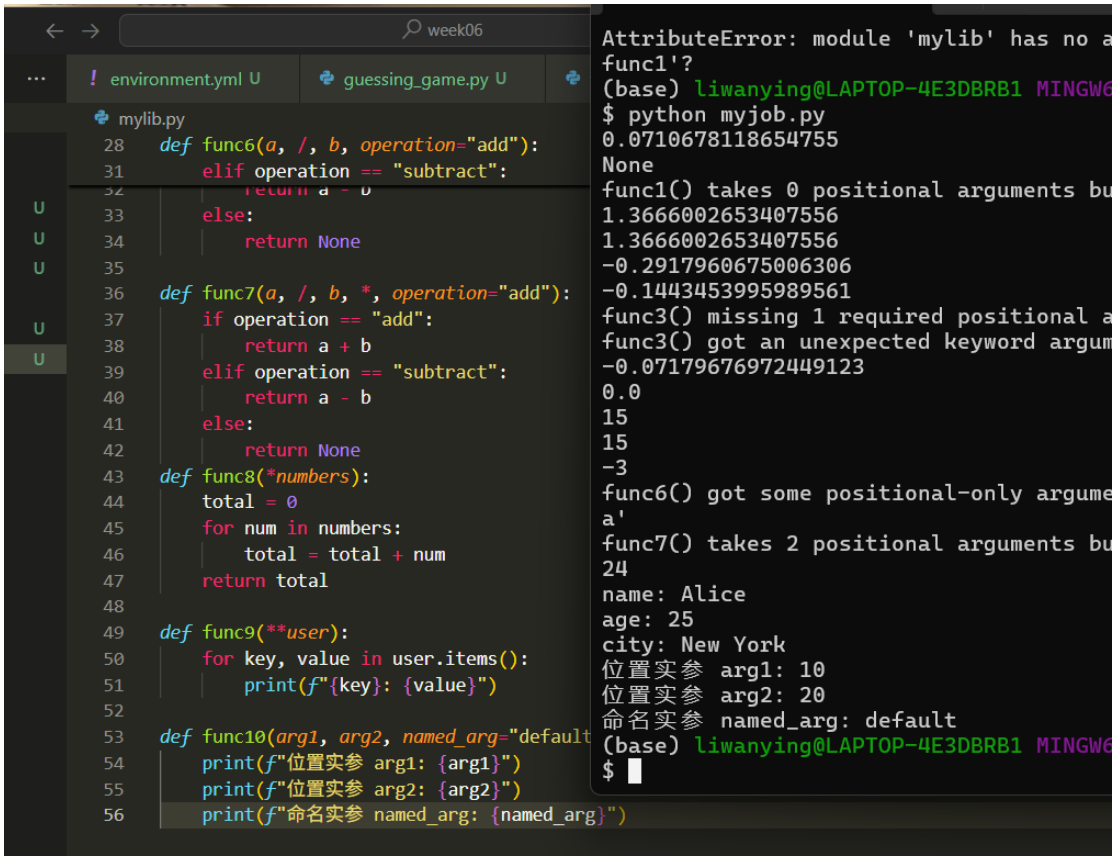

week06
environment.yml U
guessing_game.py U
myjob.py
15 print(y)
16
17 y = mylib.func3(47)
18 print(y)
19
20 try:
21 y = mylib.func3()
22 except TypeError as e:
23 print(e)
24
25 try:
26 mylib.func3(y=47)
27 except TypeError as e:
28 print(e)
29
30 y = mylib.func4(48)
31 print(y)
32
33 y = mylib.func4(x=49)
34 print(y)
35
36 print(mylib.calculate(10, 5, "add"))
MINGW64:/c/Users/liwanying
unc1'?
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (
$

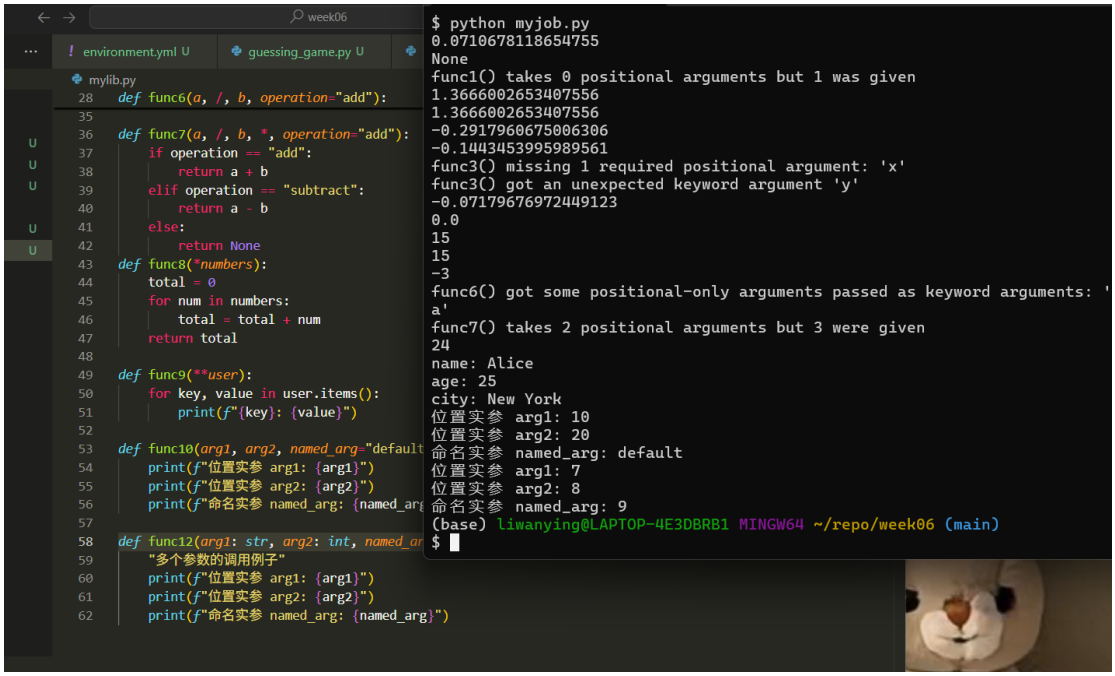

week06
environment.yml U
guessing_game.py U
flow_controls.py
myjob.py
15 print(y)
16
17 y = mylib.func3(47)
18 print(y)
19
20 try:
21 y = mylib.func3()
22 except TypeError as e:
23 print(e)
24
25 try:
26 mylib.func3(y=47)
27 except TypeError as e:
28 print(e)
29
30 y = mylib.func4(48)
31 print(y)
32
33 y = mylib.func4(x=49)
34 print(y)
35
36 print(mylib.calculate(10, 5, "add"))
37 print(mylib.calculate(operation="add", b=5, a=10))
38
MINGW64:/c/Users/liwanying
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
15
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06
$


week06
environment.yml U
guessing_game.py U
myjob.py
try:
mylib.func3(y=47)
except TypeError as e:
print(e)
y = mylib.func4(48)
print(y)
y = mylib.func4(x=49)
print(y)
print(mylib.calculate(10, 5, "add"))
print(mylib.calculate(operation="add", b=
print(mylib.calculate(5, 8, operation="su
try:
print(mylib.func6(a=10, b=5))
except TypeError as e:
print(e)
try:
print(mylib.func7(10, 5, "subtract"))
except TypeError as e:
print(e)
print(mylib.func8(4, 8, 18))
func6() got some positional-only arguments passed as keyword arg
a'
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 46, in <
print(mylib.func7(10, 5, "subtract"))
^^^^^^^^^^^
AttributeError: module 'mylib' has no attribute 'func7'. Did you
unc1'?
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.07106781186547 55
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
15
-3
func6() got some positional-only arguments passed as keyword arg
a'
func7() takes 2 positional arguments but 3 were given
30
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


week06
environment.yml U
guessing_game.py U
myjob.py
try:
mylib.func3(y=47)
except TypeError as e:
print(e)
y = mylib.func4(48)
print(y)
y = mylib.func4(x=49)
print(y)
print(mylib.calculate(10, 5, "add"))
print(mylib.calculate(operation="add", b=
print(mylib.calculate(5, 8, operation="su
try:
print(mylib.func6(a=10, b=5))
except TypeError as e:
print(e)
try:
print(mylib.func7(10, 5, "subtract"))
except TypeError as e:
print(e)
print(mylib.func8(4, 8, 12))
43 def func8(*numbers):
44 breakpoint()
45 -> total = 0
46 for num in numbers:
47 total = total + num
48 return total
[EOF]
(Pdb) p numbers
(4, 8)
(Pdb) p type(numbers)
<class 'tuple'>
(Pdb) p *numbers
*** SyntaxError: invalid syntax
(Pdb) q
Traceback (most recent call last):
File "C:\Users\liwanying\repo\week06\myjob.py", line 50
print(mylib.func8(4, 8))
^^^^^^^^^^^^^^^^^^
File "C:\Users\liwanying\repo\week06\mylib.py", line 45
total = 0
^
File "D:\XXX\Lib\bdb.py", line 90, in trace_dispatch
return self.dispatch_line(frame)
^^^^^^^^^^^^^^^^^^^^^^^^^
File "D:\XXX\Lib\bdb.py", line 115, in dispatch_line
if self.quitting: raise BdbQuit
^^^^^^^^^^^^^^
bdb.BdbQuit
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (ma
$ python myjob.py


week06
environment.yml U
guessing_game.py U
mylib.py
def calculate(a, b, operation="add"):
else:
def func6(a, /, b, operation="add"):
if operation == "add":
return a + b
elif operation == "subtract":
return a - b
else:
return None
def func7(a, /, b, *, operation="add"):
if operation == "add":
return a + b
elif operation == "subtract":
return a - b
else:
return None
def func8(*numbers):
total = 0
for num in numbers:
total = total + num
return total
def func9(**user):
for key, value in user.items():
print(f"{key}: {value}")
File "C:\Users\liwanying\repo\week06\mylib.py", line 50, in func9
for key, value in user.iterms():
^^^^^^^^^^
AttributeError: 'dict' object has no attribute 'iterms'. Did you me
tems'?
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
15
-3
func6() got some positional-only arguments passed as keyword argume
a'
func7() takes 2 positional arguments but 3 were given
24
name: Alice
age: 25
city: New York
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$


week06
environment.yml U
guessing_game.py U
mylib.py
def func6(a, /, b, operation="add"):
elif operation == "subtract":
else:
return None
def func7(a, /, b, *, operation="add"):
if operation == "add":
return a + b
elif operation == "subtract":
return a - b
else:
return None
def func8(*numbers):
total = 0
for num in numbers:
total = total + num
return total
def func9(**user):
for key, value in user.items():
print(f"{key}: {value}")
def func10(arg1, arg2, named_arg="default
print(f"位置实参 arg1: {arg1}")
print(f"位置实参 arg2: {arg2}")
print(f"命名实参 named_arg: {named_arg}")
AttributeError: module 'mylib' has no a
func1'?
(base) liwanying@LAPTOP-4E3DBRB1 MINGW6
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments bu
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional a
func3() got an unexpected keyword argum
-0.07179676972449123
0.0
15
15
-3
func6() got some positional-only argume
a'
func7() takes 2 positional arguments bu
24
name: Alice
age: 25
city: New York
位置实参 arg1: 10
位置实参 arg2: 20
命名实参 named_arg: default
(base) liwanying@LAPTOP-4E3DBRB1 MINGW6
$


week06
environment.yml U
guessing_game.py U
mylib.py
28 def func6(a, /, b, operation="add"):
35
36 def func7(a, /, b, *, operation="add"):
37 if operation == "add":
38 return a + b
39 elif operation == "subtract":
40 return a - b
41 else:
42 return None
43 def func8(*numbers):
44 total = 0
45 for num in numbers:
46 total = total + num
47 return total
48
49 def func9(**user):
50 for key, value in user.items():
51 print(f"{key}: {value}")
52
53 def func10(arg1, arg2, named_arg="default
54 print(f"位置实参 arg1: {arg1}")
55 print(f"位置实参 arg2: {arg2}")
56 print(f"命名实参 named_arg: {named_ar
57
58 def func12(arg1: str, arg2: int, named_ar
59 "多个参数的调用例子"
60 print(f"位置实参 arg1: {arg1}")
61 print(f"位置实参 arg2: {arg2}")
62 print(f"命名实参 named_arg: {named_arg}")
$ python myjob.py
0.0710678118654755
None
func1() takes 0 positional arguments but 1 was given
1.3666002653407556
1.3666002653407556
-0.2917960675006306
-0.1443453995989561
func3() missing 1 required positional argument: 'x'
func3() got an unexpected keyword argument 'y'
-0.07179676972449123
0.0
15
15
-3
func6() got some positional-only arguments passed as keyword arguments: '
a'
func7() takes 2 positional arguments but 3 were given
24
name: Alice
age: 25
city: New York
位置实参 arg1: 10
位置实参 arg2: 20
命名实参 named_arg: default
位置实参 arg1: 7
位置实参 arg2: 8
命名实参 named_arg: 9
(base) liwanying@LAPTOP-4E3DBRB1 MINGW64 ~/repo/week06 (main)
$