

第六周学习记录

```
gitignore
environment.yml
guessing_game.py
LICENSE
README.md

1 import random

MINGW64/c/Users/15662/repo/week06

# To activate this environment, use
#
# $ conda activate week06
#
# To deactivate an active environment, use
#
# $ conda deactivate

(base) 15662@LAPTOP-747DB3CH MINGW64 ~/repo/week06 (main)
$
(base) 15662@LAPTOP-747DB3CH MINGW64 ~/repo/week06 (main)
$ conda env list
# conda environments:
#
base * D:\anaconda
myproject D:\anaconda\envs\myproject
prj2 D:\anaconda\envs\prj2
week04 D:\anaconda\envs\week04
week05 D:\anaconda\envs\week05
week06 D:\anaconda\envs\week06

(base) 15662@LAPTOP-747DB3CH MINGW64 ~/repo/week06 (main)
$
20
21 try:
22     guess = int(guess)
23 except ValueError:
24     print("输入无效 🙄 , 请输入一个整数。")
25     continue
26
27 if guess < 1 or guess > 100:
28     print("输入无效 🙄 , 输入值应该在 1~100 之间。")
29     continue
```

```
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myjob.py
mylib.py
README.md

1 def func1():
2     x = 50
3     y = x**0.5 - 7
4     print(y)
5
6
7 def func2():
8     x = 70
9     y = x**0.5 - 7
10    print(y)
11    return y
12
13 def func3(x):
14     y = x**0.5 - 7
15     return y
16
17 def func4(x=50):
18     y = x**0.5 - 7
19     return y
```

ORER ...

guessing_game.py U • flow_controls.py U •

flow_controls.py > ...

```
1  # for 迭代循环
2  print("for 迭代循环:")
3  fruits = ["apple", "banana", "cherry"]
4  for fruit in fruits:
5      print(fruit)
6  # while 条件循环
7  print("\nwhile 条件循环:")
8  count = 0
9  while count < 3:
10     print(count)
11     count = count + 1
12
13 # break 打断跳出循环
14 print("\nbreak 打断跳出循环:")
15 for i in range(5):
16     if i == 3:
17         break
18     print(i)
19
20 # continue 跳至下一轮循环
21 print("\ncontinue 跳至下一轮循环:")
22 for i in range(5):
23     if i == 2:
24         continue
25     print(i)]
```