HW 7 – Still looping…..through collections

Objectives:

Collections

Begin using simple collections. Continue developing our skills with functions, loops, etc.

Fun Stuff

We have the Secondary objective that we want to revisit how to use snaps (which uses pygame "behind the scenes") by creating a routine that will activate the winter soldier.

Modules

- winter_soldier.py
  - Description: Winter_soldier is a set of tools and methods in support of the Marvel character "Winter Soldier"
  - List bucky_words": you will need a list at the module level named "bucky_words." It will contain these string values – in this order:
    - "Longing"
    - "Rusted"
    - "Furnace"
    - "Daybreak"
    - "Seventeen"
    - "Benign"
    - "Nine"
    - "Homecoming"
    - "One"
    - "Freight car"
  - Function: activate(p_delay = 2)
    - Use the key words to activate bucky
    - This function will
      - Loop through the bucky_words
        - Use snaps to display each word for p_delay seconds
        - Display a red star image for half that time -- p_delay/2 seconds
    - Once the loop has finished, it will display the following message
      - Use snaps to display the phrase: "Ready to comply."
- buckys_doom.py
  - buckys_doom: In this module, we greet Captain America and activate the winter soldier. It will
    - Welcome the user: "Hello, Captain America. We are about to activate the Winter Soldier. Hopefully you won't figure out how to terminate the program before we succeed. Ready?"
    - Easter Egg response – if the user responds with an integer, then set new_delay to that number.

- For any other response, the program says "We're the bad guys. We don't actually care if you are ready. Begin"
- And then it calls winter_soldier.activate(new_delay)