Program with python

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ECE CL1

program ()

#playing rock,paper,scissor

import random

a={1:"r",2:"p",3:"s"}

c=a[random.randint(1,3)]

print("computer choice is ",c)

u=input("enter rock paper or scissor ")

if(u==c):

print("tie")

elif(u=='p' and c=='r' or u=='s' and c=='p' or u=='r' and c=='s'):

print("u won ")

else:

print("u lose")

output

computer choice is s

enter rock paper or scissor r

u won

program(rock paper game)

#Dictionary

import random

a=['r','p','s']

s1=0

s2=0

while(True):

p=input("your choice r/p/s:")

c= random.choice(a)

print("you choice",p," computer choice",c)

if(p=='r' or p=='p'or p=='s'):

if(p==c):

print("tie")

elif((p=='r' and c=='p') or (p=='p' and c=='s') or (p=='s' and c=='r')):

s1=s1+1

print("computer won",s1,"times")

else:

s2=s2+1

print("u won",s2,"times")

else:

print("give proper input")

break

if(s1==3 or s2==3):

if(s1==3):

print("I'M Sorry, Computer won the game")

else:

print("congrats u won againt computer, have a great day")

break

output

your choice r/p/s:r

you choice r computer choice r

tie

your choice r/p/s:r

you choice r computer choice p

computer won 1 times

your choice r/p/s:r

you choice r computer choice s

u won 1 times

your choice r/p/s:r

you choice r computer choice p

computer won 2 times

your choice r/p/s:r

you choice r computer choice s

u won 2 times

your choice r/p/s:r

you choice r computer choice p

computer won 3 times

I'M Sorry, Computer won the game

**PROGRAM FOR TIV TAC TOE**

#dictionary

a=['1','2','3','4','5','6','7','8','9']

def print\_board():

print(a[0],a[1],a[2])

print("---------")

print(a[3],a[4],a[5])

print("---------")

print(a[6],a[7],a[8])

playerOverTurn = True

while True:

print\_board()

p=input("chose an available place :")

if(p in a):

if(a[int(p)-1]=='x' or a[int(p)-1]=='O'):

print("Place taken,choose another place...")

continue

else:

if playerOverTurn:

print("player 1 >>")

a[int(p)-1] = 'x'

playerOverTurn = not playerOverTurn

else:

print("player 2 >>")

a[int(p)-1] = 'O'

playerOverTurn = not playerOverTurn

for i in(0,3,6):

if(a[i]==a[i+1] and a[i]==a[i+2]):

print("game over");

exit()

for i in range(3):

if(a[i]==a[i+3] and a[i]==a[6]):

print("gave over")

exit()

if(a[i]==a[4] and a[i]==a[6]):

print("game over")

exit()

output

#dictionary

a=['1','2','3','4','5','6','7','8','9']

def print\_board():

print(a[0],a[1],a[2])

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playerOverTurn = True

while True:

print\_board()

p=input("chose an available place :")

if(p in a):

if(a[int(p)-1]=='x' or a[int(p)-1]=='O'):

print("Place taken,choose another place...")

continue

else:

if playerOverTurn:

print("player 1 >>")

a[int(p)-1] = 'x'

playerOverTurn = not playerOverTurn

else:

print("player 2 >>")

a[int(p)-1] = 'O'

playerOverTurn = not playerOverTurn

for i in(0,3,6):

if(a[i]==a[i+1] and a[i]==a[i+2]):

print("game over");

exit()

for i in range(3):

if(a[i]==a[i+3] and a[i]==a[6]):

print("gave over")

exit()

if(a[i]==a[4] and a[i]==a[6]):

print("game over")

exit()