

Report

Game 1

Description

This game is about a dice game where two six sided dice are rolled and output will display a message in the following format:

- If the sum of two dice are above 7: "Better than 7"
- If the sum of two dice are below 7: "Worse than 7"
- If the sum of two dice are equals to 7: "Exactly 7"

Messages will display.

Solution

First my program displays a message in console whether to run the test cases or run the game.

In test cases:

It just has 3 test cases in the order of assignment given.

First test case displays whether the sum generated by the two dice are 7 or above 7 or below 7

Second test case displays whether all the possible test cases are there. That means 36 cases should be there I just displayed it in the console.

I just the random number from two lists which has numbers from 1 to 6, so that no need to check whether a number is between 1 and 6 inclusive.

In the third test case it just runs 36000 test cases, and display the number of occurrences of the sum from 2 to 12.

In Game:

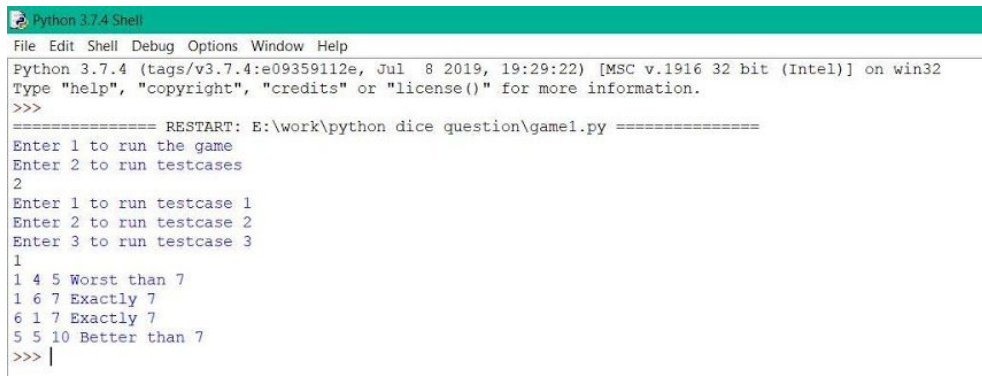
It asks for two inputs that means It displays a message like “Enter 1 to roll the die”

If the user enters 1 then it will display the message related to the sum generated by selecting two random numbers for dice 1 and dice 2.

If the user enters 0 as the input then it will end the game.

Screenshot of output

Test case 1



```
Python 3.7.4 Shell
File Edit Shell Debug Options Window Help
Python 3.7.4 (tags/v3.7.4:e09359112e, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: E:\work\python dice question\game1.py =====
Enter 1 to run the game
Enter 2 to run testcases
2
Enter 1 to run testcase 1
Enter 2 to run testcase 2
Enter 3 to run testcase 3
1
1 4 5 Worst than 7
1 6 7 Exactly 7
6 1 7 Exactly 7
5 5 10 Better than 7
>>> |
```

Test Case 2

```
Python 3.7.4 Shell
File Edit Shell Debug Options Window Help
Python 3.7.4 (tags/v3.7.4:00000000, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: E:\work\python dice question\game1.py =====
Enter 1 to run the game
Enter 2 to run testcases
2
Enter 1 to run testcase 1
Enter 2 to run testcase 2
Enter 3 to run testcase 3
2
1 1 2 Worst than 7
1 2 3 Worst than 7
1 3 4 Worst than 7
1 4 5 Worst than 7
1 5 6 Worst than 7
1 6 7 Exactly 7
2 1 3 Worst than 7
2 2 4 Worst than 7
2 3 5 Worst than 7
2 4 6 Worst than 7
2 5 7 Exactly 7
2 6 8 Better than 7
3 1 4 Worst than 7
3 2 5 Worst than 7
3 3 6 Worst than 7
3 4 7 Exactly 7
3 5 8 Better than 7
3 6 9 Better than 7
4 1 5 Worst than 7
4 2 6 Worst than 7
4 3 7 Exactly 7
4 4 8 Better than 7
4 5 9 Better than 7
4 6 10 Better than 7
5 1 6 Worst than 7
5 2 7 Exactly 7
5 3 8 Better than 7
5 4 9 Better than 7
5 5 10 Better than 7
5 6 11 Better than 7
6 1 7 Exactly 7
6 2 8 Better than 7
6 3 9 Better than 7
6 4 10 Better than 7
6 5 11 Better than 7
6 6 12 Better than 7
>>> |
```

Testcase 3

```
Python 3.7.4 Shell
File Edit Shell Debug Options Window Help
Python 3.7.4 (tags/v3.7.4:e09359112e, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: E:\work\python dice question\game1.py =====
Enter 1 to run the game
Enter 2 to run testcases
2
Enter 1 to run testcase 1
Enter 2 to run testcase 2
Enter 3 to run testcase 3
3
2 973
3 1983
4 2926
5 3907
6 5017
7 6058
8 5090
9 4025
10 3045
11 1992
12 984
>>> |
```

Game Run

```
Python 3.7.4 Shell
File Edit Shell Debug Options Window Help
Python 3.7.4 (tags/v3.7.4:e09359112e, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: E:\work\python dice question\game1.py =====
Enter 1 to run the game
Enter 2 to run testcases
1
Enter 1 to roll the die :
Enter 0 to end the game :
1
Better than 7

Enter 1 to roll the die
Enter 0 to end the game

1
Worst than 7

Enter 1 to roll the die
Enter 0 to end the game

1
Worst than 7

Enter 1 to roll the die
Enter 0 to end the game

0
>>> |
```

Explanation of how random numbers are selected

Created two lists as list1 and list2 which have elements as [1,2,3,4,5,6]

Using the random library I randomly select a number from the list using random.choice() function.

Game 2

Description

This game is about a card game where three cards are selected randomly and the sum of the three cards are taken by considering the values assigned to them according to the following format.

- Cards between 2-10 has their own face value
- All other cards except Ace has a value of 10
- Ace has a value of 13

The winner is selected considering the sum

- If the sum is 33 - Winner
- If the sum is greater than 33 - Too high you loose
- If the sum is in range 28-32 - A good total
- If the sum is lower than 28 - You still might win

Messages will display accordingly.

Solution

You can find three test cases (files) in the directory.

Tes Case File 01 :

Select three random cards

Display the cards selected

Print the total value

Print the message

Test Case File 02:

Process will be similar to Test Case 01 with the following condition prevails

The three cards selected should be different to each other (Both the value and the face)

Test Case File 03:

Process will be similar to Test Case 02 with the following condition prevails

The program runs 10000 times and the count of wins will be printed (Winner)

Screenshot of output

Test case 1

```
Test case: 1
Card 1: Ace of Hearts
Card 2: Three of Spades
Card 3: Eight of Hearts
Total: 24
Message:You still might win

Test case: 2
Card 1: Four of Spades
Card 2: Jack of Hearts
Card 3: Ten of Diamonds
Total: 24
Message:You still might win

Test case: 3
Card 1: Jack of Spades
Card 2: King of Hearts
Card 3: King of Diamonds
Total: 30
Message:A good total

Test case: 4
Card 1: Four of Clubs
Card 2: Six of Diamonds
Card 3: Ace of Diamonds
Total: 23
Message:You still might win

Test case: 5
Card 1: Five of Clubs
Card 2: Four of Spades
Card 3: Jack of Spades
Total: 19
Message:You still might win
```

Test case 2

```
Test case: 1
Card 1: Queen of Clubs
Card 2: Seven of Clubs
Card 3: Six of Clubs
Total: 23
Message:You still might win
```

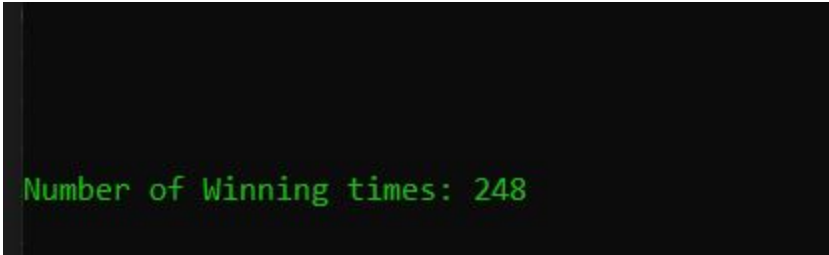
```
Test case: 2
Card 1: Eight of Diamonds
Card 2: Three of Spades
Card 3: Seven of Hearts
Total: 18
Message:You still might win
```

```
Test case: 3
Card 1: Queen of Clubs
Card 2: Five of Hearts
Card 3: Ten of Spades
Total: 25
Message:You still might win
```

```
Test case: 4
Card 1: Seven of Hearts
Card 2: Two of Spades
Card 3: Jack of Diamonds
Total: 19
Message:You still might win
```

```
Test case: 5
Card 1: Five of Diamonds
Card 2: King of Diamonds
Card 3: Ten of Spades
Total: 25
Message:You still might win
```

Test case 3



```
Number of Winning times: 248
```

Explanation of how random Cards are selected

Created a list as cards which have elements as
["Two", "Three", "Four", "Five", "Six", "Seven", "Eight", "Nine", "Ten", "Jack", "Queen", "King", "Ace"]

Using the random library I randomly select a number using `random.randint(0,12)` function.

Then I am selecting the corresponding list element to that random value generated.

Again I generate another number between 0 and 3 then according to that number I return a value

0 - Spades

1-Hearts

2-Diamonds

3-Clubs

Then using these two values I return a random card in the card pack.

Ex: first number - 7

second number - 2

output:

Eight of Diamonds