Game taught by tutor in class

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```
def check(guess,ans):
    global score
    at=1
    st = True
    while(st):
        if(guess.lower()==ans.lower()):
            st=False
            score=score+2
            at+=1
            print("Correct Answer")
        else:
            if(at<2):
                print("InCorrect answer, Try Again")
                guess = input("Enter answer again : ")
                at+=1
            elif(at==2):
                print("Correct answer is : ",ans)
                score=score-1
                st=False
print("There are 5 questions Compulsory to Answer\n 2 marks for Correct & -1 f
print("You get 2 chances per question.")
score=0
a1  = input("What's world's tallest building : ")
check(a1,"burj khalifa")
a2  = input("What's world's highest peak : ")
check(a2,"mount everest")
a3  = input("What's boiling point of water in degree celcius : ")
check(a3,"100")
a4  = input("Who's CEO of Tesla : ")
check(a4,"elon musk")
a5  = input("What's world's longest river : ")
check(a5,"nile")
print("Score is : ",score)
```

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```
Python 3.11.3 (tags/v3.11.3:f3909b8, Apr  4 2023, 23:49:59) [MSC v.1934 64 bit (
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: D:\Saved Programmes\Python Programmes\py 3\Academor\Project_Quiz_Game
.py
There are 5 questions Compulsory to Answer
 2 marks for Correct & -1 for incorrect
You get 2 chances per question.
What's world's tallest building : burj
InCorrect answer, Try Again
Enter answer again : burj khalifa
Correct Answer
What's world's highest peak : mount everest
Correct Answer
What's boiling point of water in degree celcius : 1002
InCorrect answer, Try Again
Enter answer again : 1002
Correct answer is :  100
Who's CEO of Tesla : elon musk
Correct Answer
What's world's longest river : nile
Correct Answer
Score is :  7
>>>
```

Logic of snake game

- Import turtle and create an element head and control that head via arrow keys, there should be pen up condition otherwise there will be trace of path
- Segments are the rest of body of snake, which will follow exact coordinates as head
- After eating food speed is increased and one extra segment is added
- When snake exits from one side, the it enters from mirror side
- Apple/food is generated using random coordinates
- There should be difference of 10px between head and food to count food to be eaten by snake.
- Score is counted each time snake eats food
- If previous score isn't beaten by new score then, high score isn't updated.

Snake game made by me

minisnake.py - D:\Saved Programmes\Python Programmes\python gui\snake\minisnake.py (3.11.3)

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```
import turtle
import time
import random

delay = 0.1
st=""
#screen
wn=turtle.Screen()
wn.title("Mini Clip Snake Game - RonyPlays")
wn.bgcolor("cyan")
wn.setup(width=800,height=600)
wn.tracer(0)#turns off animation
wn.bgpic("snk.gif")
#snakeMain
hd=turtle.Turtle()
hd.speed(0)
hd.shape("circle")
hd.color("yellow")
hd.penup()
hd.goto(-300,-200)
hd.direction="up"
count=1
#food
food=turtle.Turtle()
food.speed(0)
turtle.register_shape("apple.gif")
image="apple.gif"
food.shape(image)
food.color("red")
food.penup()
food.goto(0,100)
food.direction="stop"
segments=[]
#writing in turtle
pen=turtle.Turtle()
pen.speed(0)
pen.shape("square")
pen.penup()
pen.color("white")
pen.hideturtle()
pen.goto(0,260)
```

minisnake.py - D:\Saved Programmes\Python Programmes\python gui\snake\minisnake.py (3.11.3)

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```
pen.goto(0,260)
pen.write("Score : 0    Highscore: 0",align="center",font=("Courier",18,"normal"))
#score
sc=0
h_sc=0
scl=sc

#functions
def snk_up():
    if hd.direction=="right" or hd.direction=="left" or hd.direction=="stop":
        hd.direction = "up"
        count=0
def snk_down():
    if hd.direction=="right" or hd.direction=="left" or hd.direction=="stop":
        hd.direction = "down"
        count=0

def snk_left():
    if hd.direction=="up" or hd.direction=="down" or hd.direction=="stop":
        hd.direction = "left"
        count=0
def snk_right():
    if hd.direction=="up" or hd.direction=="down" or hd.direction=="stop":
        hd.direction = "right"
        count=0
def snkmov():
    if count==1 and hd.direction!="stop":
        hd.direction="stop"
    if count==0 and hd.direction!="stop":
        hd.direction="right"



def move():
    if hd.direction=="up":
        y=hd.ycor()
        hd.sety(y+10)
    if hd.direction=="down":
        y=hd.ycor()
        hd.sety(y-10)
    if hd.direction=="left":
```

*minisnake.py - D:\Saved Programmes\Python Programmes\python gui\snake\mini

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```
    if hd.direction=="left":
        x=hd.xcor()
        hd.setx(x-10)
    if hd.direction=="right":
        x=hd.xcor()
        hd.setx(x+10)
#keyboard usage
wn.listen()
wn.onkey(snk_up,"Up")
wn.onkey(snk_down,"Down")
wn.onkey(snk_left,"Left")
wn.onkey(snk_right,"Right")
wn.onkey(snkmov,"space")
#clear segments
#segments.clear()
#Game loop
while True:
    wn.update()

#collisions with boundry
    if hd.xcor()>390:

        hd.goto(-390,hd.ycor())
        hd.direction="right"
    elif hd.xcor()<-390:

        hd.goto(390,hd.ycor())
        hd.direction="left"
    elif hd.ycor()>290:

        hd.goto(hd.xcor(),-290)
        hd.direction="up"
    elif hd.ycor()<-290:

        hd.goto(hd.xcor(),290)
        hd.direction="down"

#check to collision with food
    if hd.distance(food) < 20:
        x=random.randint(-390,390)
        y=random.randint(-290,230)
```

minisnake.py - D:\Saved Programmes\Python Programmes\python gui\snake\minisnake.py (3.11.3)

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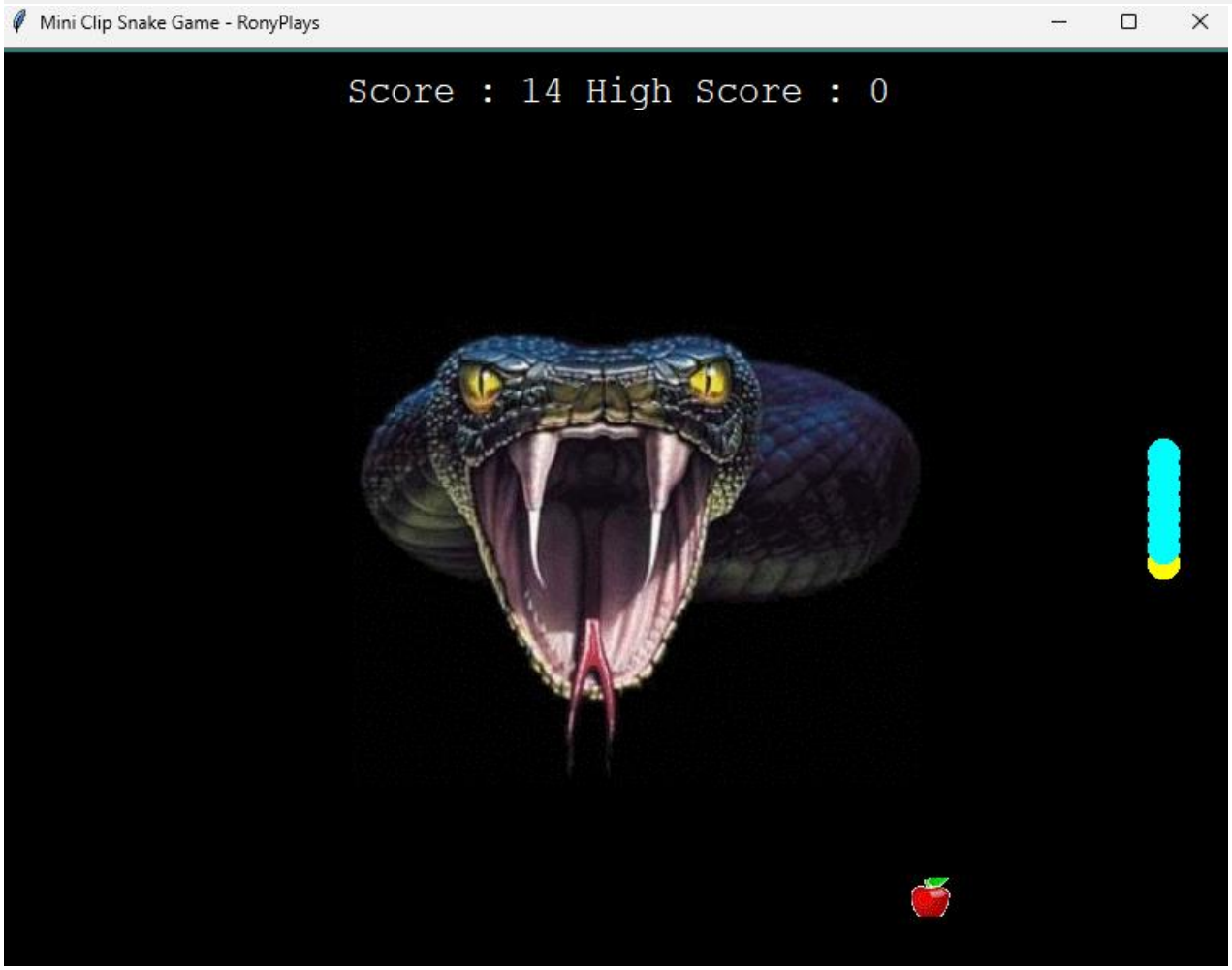
```
        y=random.randint(-290,230)
        food.goto(x,y)
        delay-=0.002
        sc+=2   #increament of score
        pen.clear()
        pen.write("Score : {} High Score : {}".format(sc,h_sc),align="center",font=("Courier",18,"normal"))

    #snake length
        new_segment=turtle.Turtle()
        new_segment.speed(0)
        new_segment.shape("circle")
        new_segment.color("cyan")
        new_segment.penup()
        segments.append(new_segment)
    #to move parts behind snake head
    for index in range(len(segments)-1,0,-1):
        x=segments[index -1].xcor()
        y=segments[index -1].ycor()
        segments[index].goto(x,y)
    #move segment 0 to head
    if len(segments)>0:
        x=hd.xcor()
        y=hd.ycor()
        segments[0].goto(x,y)

    move()
#Game exit conditionns
    for segment in segments:
        if segment.distance(hd)<10:
            time.sleep(1)
            hd.goto(0,0)
            hd.direction="stop"
            delay=0.1

            for segment in segments:
                segment.goto(900,900)
            segments.clear()
            if(h_sc<sc):#highscore check
                h_sc=sc
                sc=0
                pen.clear()
```

```
    move()
#Game exit conditionns
    for segment in segments:
        if segment.distance(hd)<10:
            time.sleep(1)
            hd.goto(0,0)
            hd.direction="stop"
            delay=0.1

            for segment in segments:
                segment.goto(900,900)
            segments.clear()
            if(h_sc<sc):#highscore check
                h_sc=sc
                sc=0
                pen.clear()
                pen.write("Score : {} High Score : {}".format(sc,h_sc),align="center",font=("Courier",18,"normal"))

            sc=0
            pen.clear()
            pen.write("Score : {} High Score : {}".format(sc,h_sc),align="center",font=("Courier",18,"normal"))

    time.sleep(delay)
wn.mainloop()
```



Rock paper scissor game made by me

Logic of Game

- Created a dictionary of choices as there are only 3. Each choice is given one key 1,2,3 to the values Rock, paper and scissor respectively
- The computer choice is generated via using random value out of 1,2 and 3
- User choice is taken from user
- Then various conditions are implemented inside a while true loop with proper choice menu

Project_Rockpaperscissor.py - D:\Saved Programmes\Python Programmes\py 3\Academor\Project_Rockpaperscissor.py (3.11.3)

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```
#rock paper scissor
import random
print("Enter 1 for Rock, 2 for Paper, 3 for scissor, else it will exit")
chance={1:"Rock",2:"Paper",3:"scissor"}
#print(chance[2])

while(True):
    user=int(input("Enter a choice : "))
    comp=random.randint(1,3)
    if(comp==1 and user==1):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You tied")
    elif(comp==1 and user==2):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You won")
    elif(comp==1 and user==1):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You loose")
    elif(comp==2 and user==2):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You tied")
    elif(comp==2 and user==3):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You won")
    elif(comp==2 and user==1):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You loose")
    elif(comp==3 and user==3):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You tied")
    elif(comp==3 and user==1):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You won")
    elif(comp==3 and user==2):
        print("Computer chooses :",chance[comp]," and You chose : ",chance[user])
        print("You loose")
    else:
        print("Game's Over...")
        break
```

IDLE Shell 3.11.3

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```
Python 3.11.3 (tags/v3.11.3:f3909b8, Apr  4 2023, 23:49:59) [MSC v.1934 64 bit
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: D:\Saved Programmes\Python Programmes\py 3\Academor\Project_Rockpap
scissor.py
Enter 1 for Rock, 2 for Paper, 3 for scissor, else it will exit
Enter a choice : 2
Computer chooses : scissor  and You chose :  Paper
You loose
Enter a choice : 2
Computer chooses : Rock  and You chose :  Paper
You won
Enter a choice : 5
Game's Over...
>>>
```