

Exercise – Code Documentation and Structure

For this exercise, we will ask you to take what you have learnt from this topic and apply it to the exercise1.py file that you created for Interim Assessment 1 (the Card Busters card game).

If you are unable to locate exercise1.py on your machine, you can either look to recreate it by reading the brief in topic 2 or you can download the file provided below this brief.

The following changes should be made to the file:

- The code that handles the playing of the game rounds should be placed inside a function called `play_game`
- The code that lets the game players know who won the overall game should be placed inside a function called `final_result`
- Ensure that you call the above functions after they have been defined
- A third function should be defined in the code. This function should be called `future_enhancements` and will not contain any code for the moment. Please use the appropriate keyword so that the empty function will not lead to an error.
- Beside the line of code that prints the current round number, please add the following comment: This prints out the round number of each round

You may notice that a bug (or two) exist in the application. As we are assigning a value to variables called `player_1_score` and `player_2_score` inside the `play_game` function, you will need to tell python that you wish to refer to the global variables that were created towards the top of the file.

Now that we have modified the code and the app is complete, we should add documentation so that anyone interested in our module can find out what it does. The following docstrings should be added to the file:

- A module docstring that reads: This is a simple 2-player card game....Have fun playing!
- A docstring for the `play_game` function that reads: This function plays all of the game rounds, printing out the winner of each round
- A docstring for the `final_result` function that reads: This function lets the game players know who won the overall game
- A docstring for the `future_enhancements` function that reads: Nothing to see here!

End of Exercise