RT-ED Python Homework Day 03

Modules & Files

1) Create an Menu program that handles two integer variables A & B. them menu will have the following options:

    a) **Set a new Value for A** - will input the user for a new value for A
    b) **Set a new Value for B** - will input the user for a new value for B
    c) **Save to File** - will save the values of the variables to a file (data.txt)
    d) **Load from File** - will load the data of A & B from a text file
    e) **Quit** - will quit the program

2) Change the program in question 2 in the following ways:
    a) make the file binary instead (data.bin)
    b) when the program starts, it load the file if it exists
    c) add exceptions later (after we learn about them in the next lessons)

3) Make a hangman game, create a list of single words of your desired topic, the program pics one word at random and lets the user guess letters of the word while showing the correct letters (revealed on the word itself) as well as the wrong letters. (after the player is wrong 5 times or guesses the whole word, the game is over and the word is revealed)

4) Create a program that reads a file name from the user. assuming that files is a text file with one integer per line (encoding:UTF8, newline:LF) do the following:
    a) calculate and print the sum of the numbers
    b) read a name of another file name to create. create a binary file with that name that will contain the list (your choice of byte-size and byte-order)
    c) Create a program that reads files like the one you created in (b) and prints their sum.

5) Create a Guess-the-Number terminal game. the program picks a random number from a range (for example 1-100) the user is then given several tries to guess the number (for example 5) every wrong guess the program will print "too low" or "too high" respectively. if the player guesses correctly, "you win" is printed and the game end), if there are zero tries left "game over" is printed and the game ends. (extra: when the game end ask the user if they want to play again)

6) Make the program in the question above read the number range and number of guesses from a file.