

Computer Systems Administration 1

Semester 1 2017

Python Assignment 2

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Course/Year: Computer Engineering/2019

Assignment Title: Random Number Estimation Game

Brief Description

Game of guessing the number that the computer generates randomly.

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Detailed Description

(A detailed description of the purpose of the program: what it's for, what it does, and why you selected it)

Computer will generate a number between 0 and 10 and the user will try to guess this random number. When user enters wrong number, the computer will guide the user as increase your estimation or decrease your estimation. When finally, user guesses the number correctly a message will be displayed on the screen and result will be printed in a text file.

I chose this program because I wanted to generate a random number and turn them into a number estimation game.

Specification Table

(Inputs are the variables input to the program by the user

Outputs are the values displayed on screen

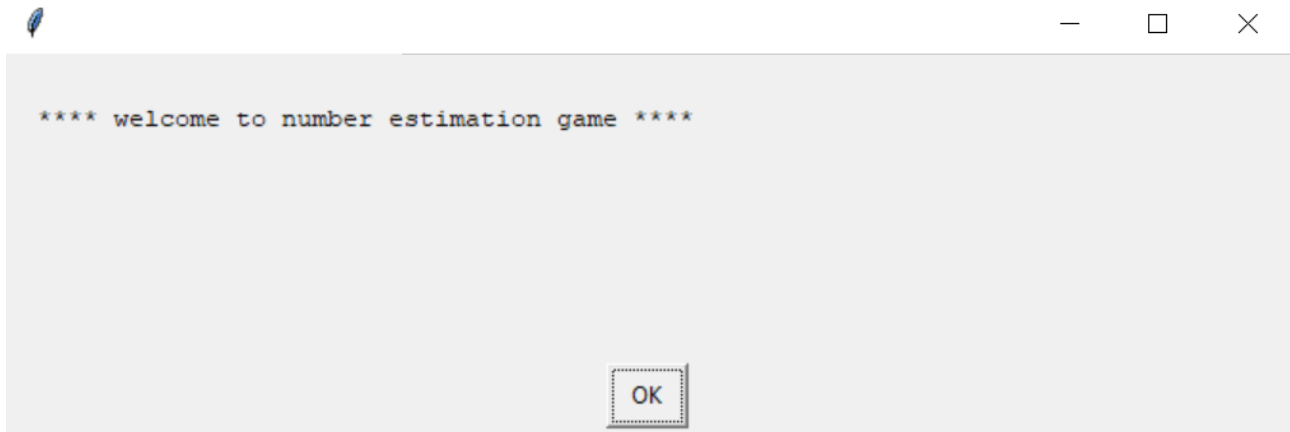
Processing Steps are the steps required to implement the program, in English or Pseudocode

Inputs	Processing Steps	Outputs
Choice Estimate F	Clears text file Displays a new game window If “new game “is selected Generates a random number Initialize the estimation counter Displays a window for the user’s estimation If the estimation is high Displays a “decrease” message If the estimation is low Displays an increase message Else displays a victory screen with the estimation counter and appends the victory messages in the text file. Winned list will be printed to the message box by reading the estimation counter for the previous scroller. If “exit game” is selected Quit the game	Est_num Winned Inputfile

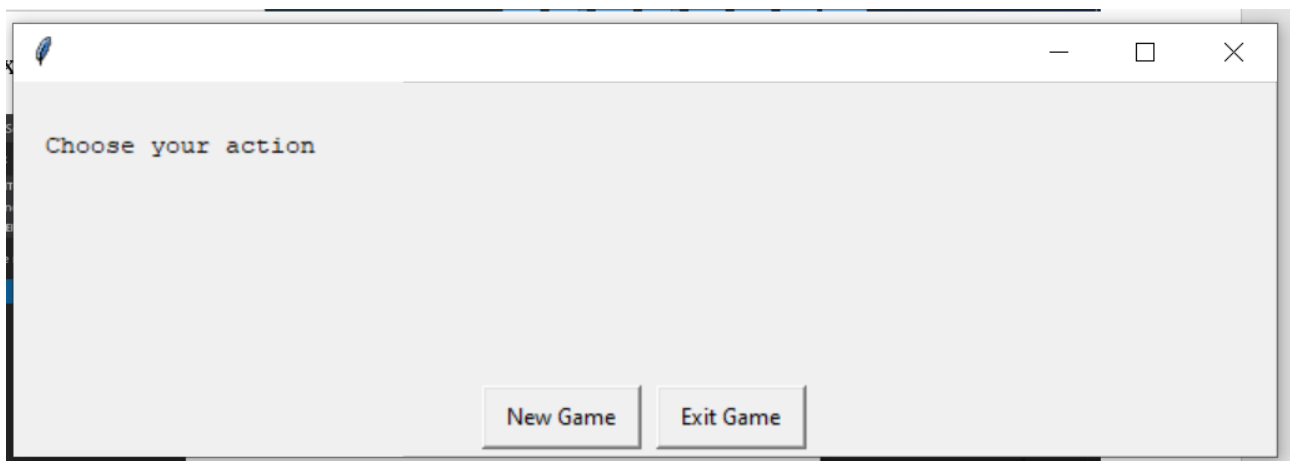
User Manual

(with descriptions and output screenshots – don't include screenshots of your code)

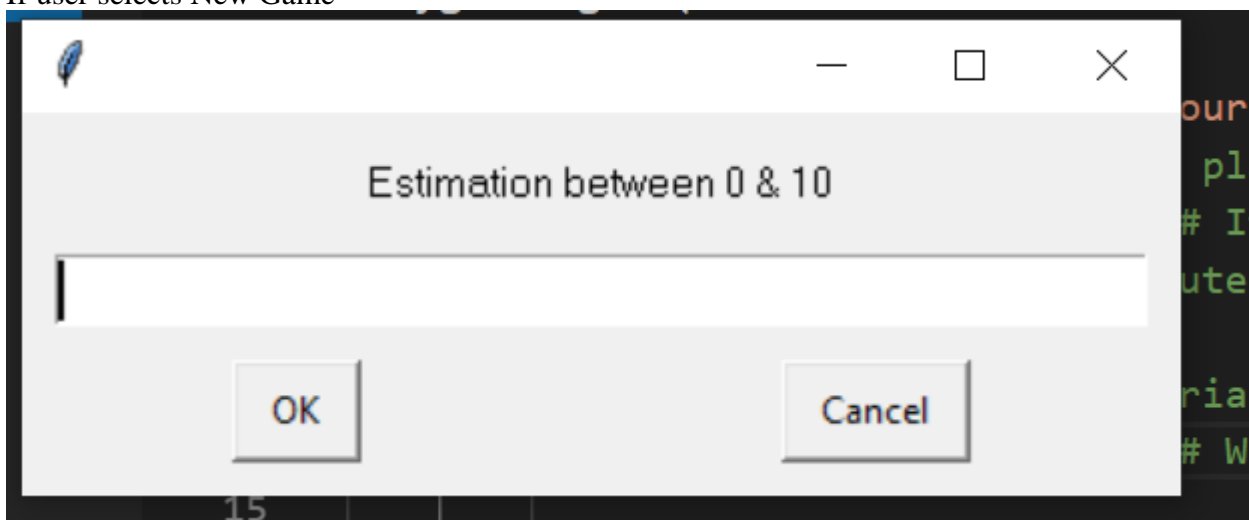
Welcome message in a message box:



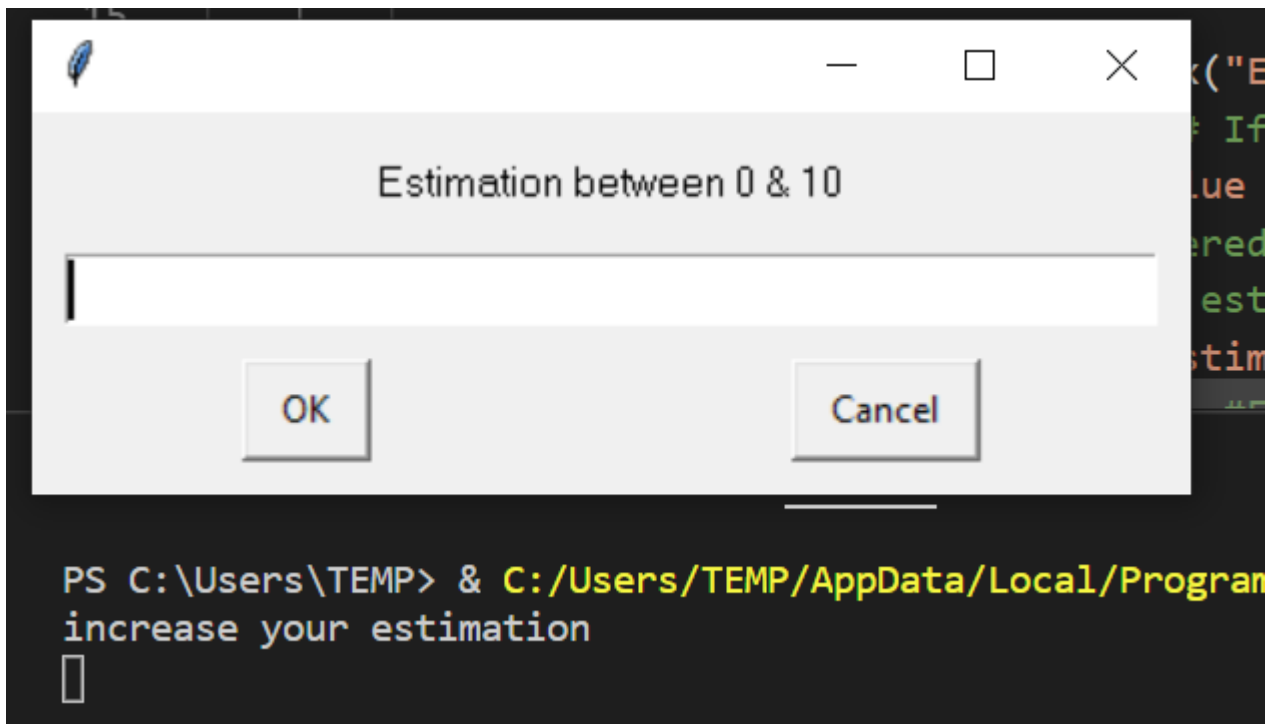
In the next screen user has two options: User can either start a new game or exit the game



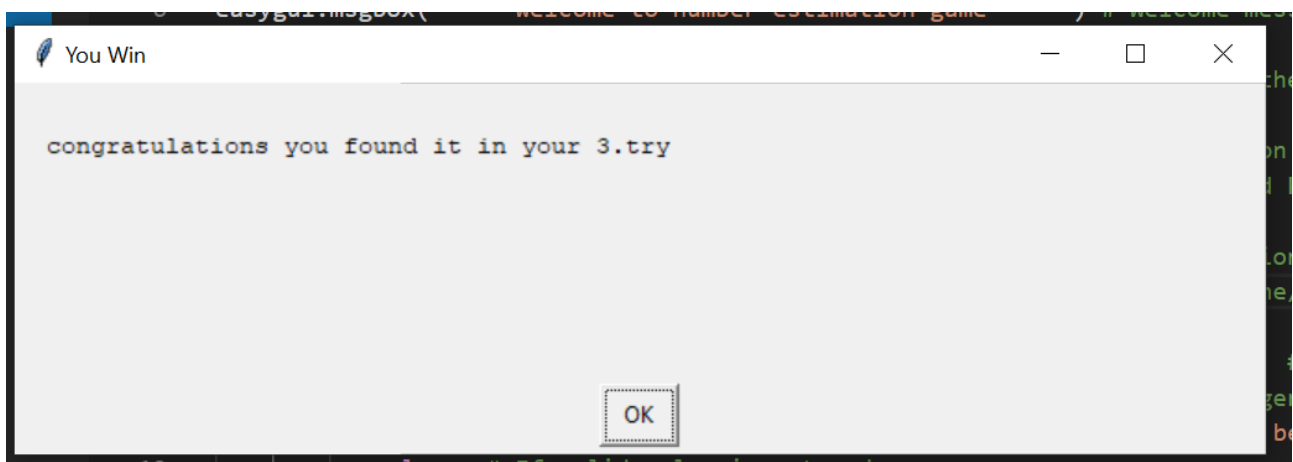
If user selects New Game



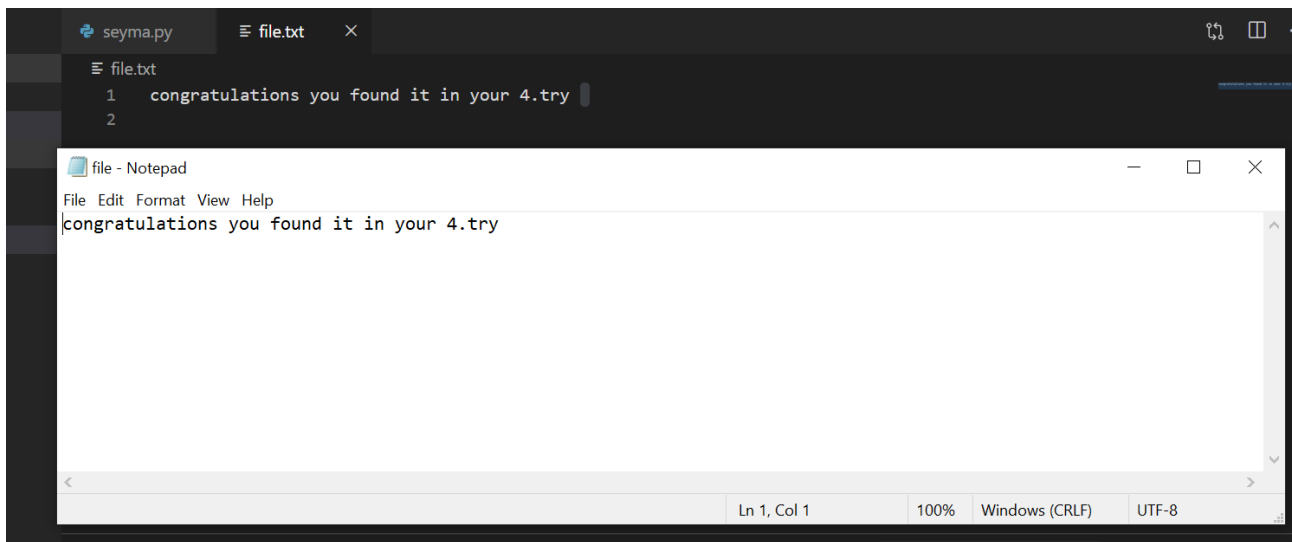
The user then enters their guess and presses "Ok"



A message appears in the console indicating if the user should increase or decrease their guess



This is the victory screen, if the user presses "Ok" a new game begins, they can also just leave the game.



Also victory message will be shown in the text file.

Features

(a list of Python features implemented in your program. Only indicate the features that you have actually implemented in your program. You will lose marks otherwise.)

Features	Yes / No
for loops	yes
String processing	yes
Lists	yes
File Input	yes
File Output	yes
EasyGUI	yes
Other (specify) randrange	yes

References

(sources you used in your assignment, apart from the resources on Moodle)

<http://easygui.sourceforge.net/tutorial.html#using-buttonboxes>