

Subjects	Goals
<p>Functions Try and Catch</p>	<ul style="list-style-type: none">• Define functions with default parameters• Use Try and Catch for each of the functions to help direct software
<p>Exercises/Review</p>	<ul style="list-style-type: none">• complete exercises given in class



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Practice with functions

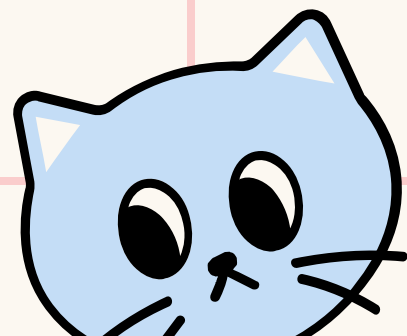
problem 35

Exercise 1

Day 8

1. Define a function named "Student" with default parameters "name" set to "Empty" and "age" set to "0" and "grade" set to "A"

2. Student function should print the information in format:
Student Information:
Name: Empty
Age: 0
Grade: A





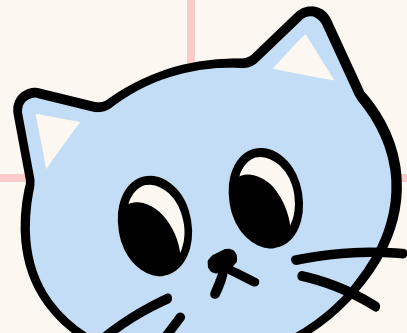
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Try and Catch

Exercise 2

Module 1

1. Define a function named "divide" with 2 default parameters "numerator" set to 0 and "denominator" set to 1
2. In function "divide" use a try and catch to divide numerator and denominator. Have an exception where it divides with 0 or anything that's not an integer



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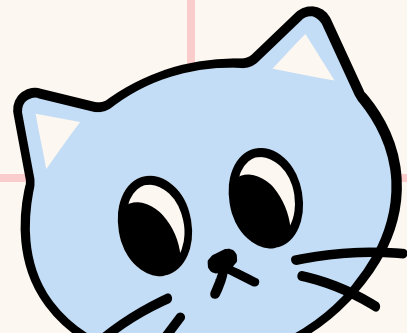
Make a project

Hangman Project

Exercise 3

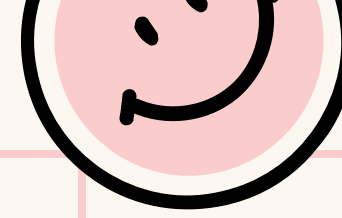
Day 6

Objective: Learn to iterate through a string and identity the letters that have been selected. The game should use advanced concepts discussed in class such as functions and try/Exception.



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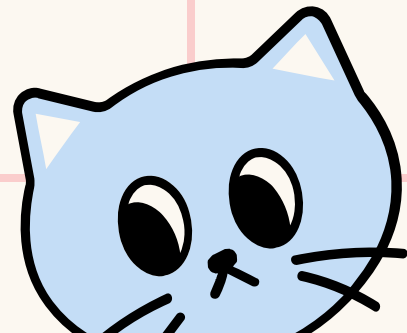
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Exercise 3.b

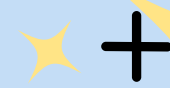
Day 6

- Define a function named "Player 1 word" where it prompts user to enter a word or phrase. It then returns it.
- Define a function named "Player 2 word" it does the same thing as player 1





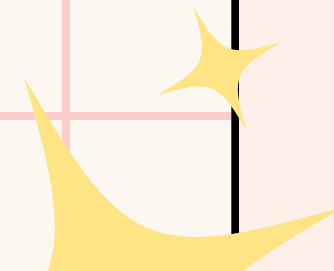
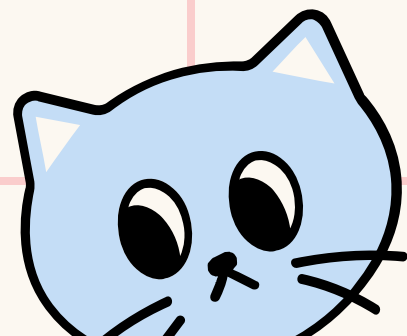
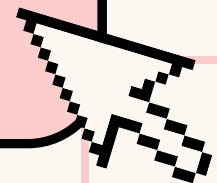
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Exercise 3.C

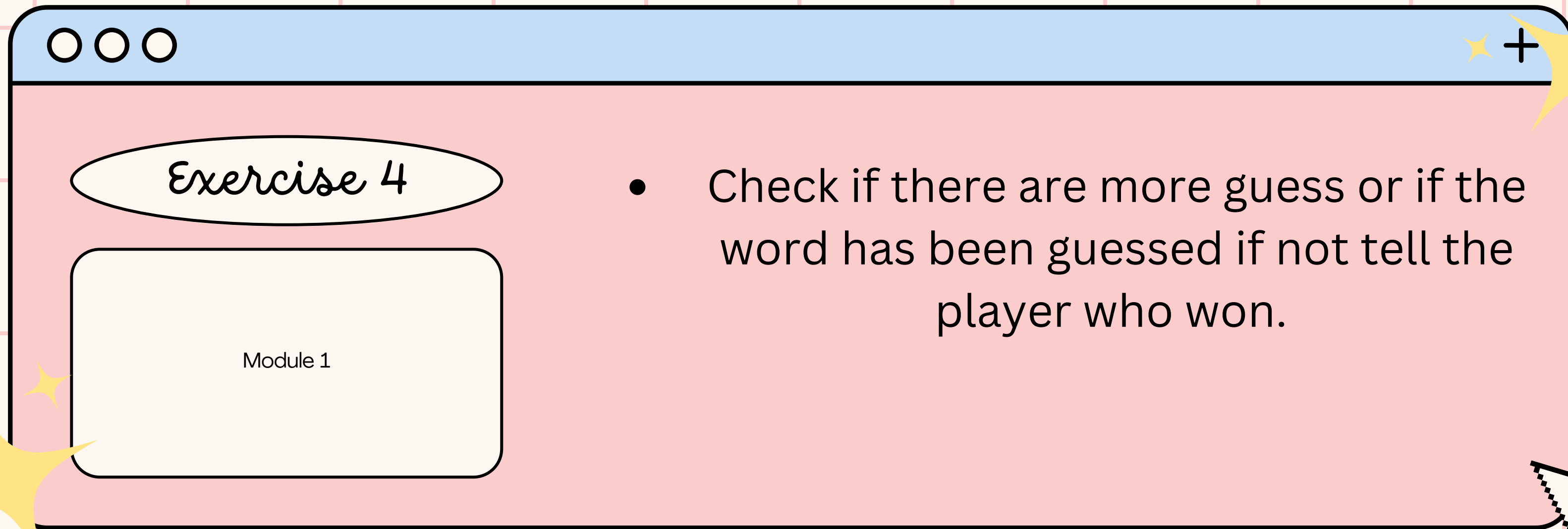
Day 6

- Define a function named "Guess a letter" where the player will be prompt to enter a letter. It then returns the letter guessed.
- Define a function named "Check_guess" where it accepts the letter as a parameter then verifies if the letter is within the word and if it is, it fills in the letter and the number of letters that there are.





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A stylized web browser window with a light blue header bar containing three white circles on the left and a yellow starburst icon with a plus sign on the right. The main content area is pink and contains a white rounded rectangle on the left with the text "Exercise 4" and "Module 1". To the right of this rectangle is a bulleted list item. A white mouse cursor arrow is pointing at the bottom right corner of the pink area.

Exercise 4

Module 1

- Check if there are more guess or if the word has been guessed if not tell the player who won.

