Python

PCEP-DAY 8/9

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Subjects	Goals
Functions Try and Catch	• Define functions with default parameters • Use Try and Catch for each of the functions to help direct software
Exercises/Review	• complete exercises given in class

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

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

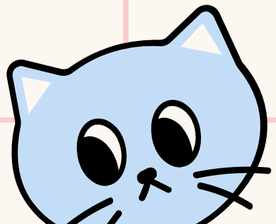
Make a project

Exercise 3

Day 6

Hangman Project

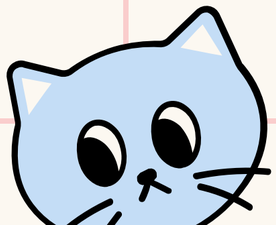
Objective: Learn to iterate through a string and identity the letters that have been selected. The game should use advanced concepts discussed in class such as functions and try/Exception.



Exercise 3.b

Day 6

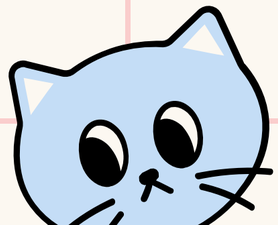
- Define a function named "Player 1 word" where it prompts user to enter a word or phrase. It then returns it.
- Define a function named "Player 2 word" it does the same thing as player 1



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.



Exercise 4

Module 1

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