

main.py

```
"""
A really simple domino game.

I affirm that I have carried out the attached academic endeavors with full academic
honesty,
in accordance with the Union College Honor Code and the course syllabus.
"""

import boneyard as yard
# boneyard must have these functions:
"""
create()
draw(boneyard)
tiles_remaining(boneyard)
"""

import domino as doms
# domino must have these functions:
"""
create(left, right)
as_str(domino)
get_left(domino)
get_right(domino)
"""

"""initializes domino list"""
the_yard = yard.create()
"""initial game status param"""
game_over = False

while not game_over:
    """ends game"""
    if yard.tiles_remaining(the_yard) == 0:
        print('Ran out of dominoes')
        game_over = True
    else:
        """draw a domino and checks to it has a value of 6, which determines if you win or
keep playing"""
        input('Press return to continue')
        tile = yard.draw(the_yard)
        print('Got tile %s' % (doms.as_str(tile)))
        if doms.get_left(tile) == 6 or doms.get_right(tile) == 6:
            print('Got a SIX!!!')
            game_over = True

print("Game Over.")
```

## boneyard.py

```
"""
Models a boneyard -- a pile of dominoes.
"""

import domino as d
import random

"""creates a list of 36 dominos"""
def create():
    yard = []
    for i in range(0,7):
        for j in range(0, 7):
            tile = d.create(i, j)
            yard.append(tile)
    return yard

"""returns a random tile from the boneyard, removes that tile from boneyard list"""
def draw(boneyard):
    n = random.randint(0, len(boneyard)-1)
    return boneyard.pop(n)

"""returns number of tiles remaining in the boneyard list"""
def tiles_remaining(boneyard):
    return len(boneyard)
```

## domino.py

```
""" Lets make some dominos and some functions to access them"""

"""creates a domino with a left and a right value"""
def create(left, right):
    domino = (left, right)
    return domino

"""gets left domino value"""
def get_left(domino):
    return domino[0]

"""gets right domino value"""
def get_right(domino):
    return domino[1]

"""converts domino value to a string"""
def as_str(domino):
    return "[%d | %d]" % (get_left(domino), get_right(domino))
```