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In [5]: example = [1,2,3,4,5,6,7]

In [6]: from random import shuffle

In [7]: shuffle(example)

In [8]: example

Out[8]: [2, 7, 1, 6, 5, 4, 3]

In [9]: def shuffle_list(mylist):
        shuffle (mylist)
        return mylist

In [10]: result = shuffle_list(example)

In [11]: result

Out[11]: [4, 6, 7, 1, 2, 5, 3]

In [12]: mylist = ['', '0', '']

In [13]: shuffle_list(mylist)

Out[13]: ['', '0', '']

In [15]: def player_guess():

        guess = ''

        while guess not in ['0','1','2']:
            guess = input('pick a number: 0,1, or 2')

        return int(guess)

In [16]: player_guess()

pick a number: 0,1, or 28
pick a number: 0,1, or 21
1

Out[16]: 1

In [17]: myindex = player_guess()

pick a number: 0,1, or 21

In [18]: myindex

Out[18]: 1

In [20]: def check_guess(mylist,guess):
        if mylist[guess] == '0':
            print('correct!')
        else:
            print('wrong guess')
            print(mylist)

In [21]: # INITIAL LIST
mylist = ['', '0', '']

#SHUFFLE LIST
mixedup_list = shuffle_list(mylist)

#USER GUESS
guess = player_guess()

#CHECK GUESS
check_guess(mixedup_list,guess)

pick a number: 0,1, or 25
pick a number: 0,1, or 20
wrong guess
['', '0', '']

In [ ]:
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