


```
I'm Fido. I feel bored.
Mrrp
Mrrp
Boo
Mrrp
Boo
Boo
Boo
Boo
Boo
Mrrp
Boo
Mrrp
I'm Fido. I feel happy.
```

Activity: 2 -- ActiveCode (tamagotchi_2_copy)

That's all great if you want to interact with the pet by writing python code. Let's make a game that non-programmers can play.

We will use the Listener Loop <chap_listener> pattern. At each iteration, we will display a text prompt reminding the user of what commands are available.

The user will have a list of pets, each with a name. The user can issue a command to adopt a new pet, which will create a new instance of Pet. Or the user can interact with an existing pet, with a Greet, Teach, or Feed command.

No matter what the user does, with each command entered, the clock ticks for all their pets. Watch out, if you have too many pets, you won't be able to keep them all satisfied!

Save & Run

Original - 1 of 1

Show in CodeLens

```
1 import sys
2 sys.setExecutionLimit(60000)
3
4 def whichone(petlist, name):
5     for pet in petlist:
6         if pet.name == name:
7             return pet
8     return None # no pet matched
9
10 def play():
11     animals = []
12
13     option = ""
14     base_prompt = ""
15     Quit
```

Exiting...

Activity: 3 -- ActiveCode (tamagotchi_3:)

You have attempted 4 of 3 activities on this page

✓ Completed. Well Done!

20.12. Testing classes">

Testing classes">

20.14. Glossary">

>

20.14. Glossary">Next Section - 20.14. Glossary