MINOR PROJECT

PYTHON #FUNDAMENTAL CONCEPT

|  |  |
| --- | --- |
| **PREPARED FOR**PYTHON CONSULTANT **Instructions:**  \* All the below mentioned files with extensions “.txt” and “.csv” are provided on the drive.  Access Link to the Drive:  <https://drive.google.com/drive/u/1/folders/11gZ0WFyE0eoDrdScSGyOX0lRhX6u6XcX>  \* The Task should be submitted in the form of the link of your GitHub repository named as :  “YourName\_Consultadd\_Training\_Task1”  Also, Mention the readme file in which you need to describe the functional approach of the program.    **Step 1:**  As a Developer, You need to write a python program file “read\_csv.py” in which you need to write a function that reads the given CSV file “Task\_Training\_Data.csv”, fetch the data and only return the Name and Email of all the entries.  **Step2:**  Write a separate python file “authenticate\_data.py” in which the program takes Name and Email from the user as input and matches the data returned from the first read\_csv.py file that is Name and Email.  If Name and Email Matches with the data returned from “read\_csv.py” then the user is allowed to move forward otherwise it should give maximum two chances and after 2 wrong attempts, it should exit.  **Step3:**  After the verification of the user, it must show a welcome note, refer to “welcome\_note.txt” file.  After showing the note It should ask for a choice whether you wanted to get in or not.  For choice program should take input “Yes” or “No”.  If choice = “Yes”: It should move forward and show the instructions of the game, refer to “game\_instruction.txt”.  If choice = “No”: It should terminate the program.  **Step4:**  After showing instruction it should ask for “Press P to Play” when the next step should take input from the user which should be bound to Enter P and will only proceed further if the user enters “P” as input.  If User inputs something else then it should be handled by Exception Handling and it should ask again for input as “You Entered the wrong choice, Enter P to play”  After the right input, it should ask to Enter the Values as a matrix with constraints given in “game\_instruction.txt”.  **Step5:**  After taking the input in matrix it should return the processed output of the game.  **Note:** To create the function for the game which takes the matrix data as input should be created by using instructions from the file “game\_instruction.txt”.  Here Developer has a choice whether he writes the function in the same file or created the separate file “game\_functionality.py” and uses it as an imported module. | **PREPARED DATE**OCT 2, 2019 |

# 

# 