# Example 1. Guess-the-number ver1

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| ver0 | original description |
| ver1 | finding class, attribute and method candidates |

## Original description

Guess-the-number is a game where the machine generates one integer between the minimum and the maximum e.g. 1..9. The player inputs a number which is checked if it is the same as the magic number. If it is, the user wins. Or if the guess was too low or high the program shows the information and asks to guess again. When the user inputs the correct answer the script shows the correct number and how many times the player guessed before hitting the correct value. When the game is over, the user can select to play again.

## 1st iteration, check nouns

**Guess-the-number** is a **game** where the **machine** generates one **integer** between the **minimum** and the **maximum** e.g. 1..9. The **player** inputs a **number** which is checked if it is the same as the **magic** **number**. If it is, the **user** wins. Or if the **guess** was too low or high the **program** shows the **information** and asks to guess again. When the **user** inputs the correct **answer** the **script** shows the correct **number** and how many times the **player** guessed before hitting the correct **value**. When the **game** is over, the **user** can select to play again.

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| noun | basic form, synonym, duplicate value, notes | value or collections | possible class, object, attribute |
| **Guess-the-number** |  | one value, name of the game, title | game’s title |
| **game** |  | object, one run of the game inside the program | game, possible class, knows the rules of the game and keeps track of the game’s data |
| **machine, program, script** | program, script | program to drive the game object |  |
| **integer** | number, magic number |  | game knows the magic number, type integer |
| **minimum** | range(min, max) |  | game knows the range from where it generates the magic number |
| **maximum** |  |  |  |
| **player, user** |  |  |  |
| **number, answer, guess** | user’s input, type integer |  | game compares the number to magic number, possibly knows the guess or all the guesses or the number of guesses |
| **information** | result of checking | text in user interface |  |

## 2nd iteration, check verbs

**Guess-the-number** *is* a **game**. **Guess-the-number** *knows* a **magic number** which *is* an **integer** *generated from* a **range** from **minimum** to **maximum** e.g. 1..9. The **program** *asks* **player** *to input* an **integer number** as his **guess**. The **program** *passes* the **guess** to the **Guess-the-number** *to check* if **it** and the **magic number** *are equal*. If they *are equal*, the **player** *wins* and the **program** *shows* the **magic number** and how many guesses the **player** *had*. If the **guess** and **magic number** *are not equal*, the **program** *shows* if the guess *is* too high or too low and *asks* *to guess* again. When the **Guess-the-number** **game** *is over*, the **player** can select to *play again*.

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| --- | --- | --- |
| verb | subject – object (who does, who is the target) | possible action, function, method |
| is | Guess-the-number is an attribute |  |
| knows | Game knows its attributes |  |
| generated from | Game’s action, generate a random number | generate method, or initialize magic number with a randomly generated number |
| ask, to input | ask, prompt, for input, in the driving program |  |
| pass | pass as an argument to a function (game’s method) |  |
| to check…are … are not equal | game’s operation | check magic number and parameter guess value for equality, returns True or False |
| shows | how many guesses the player had | check adds each guess to attributes (number of guesses or guessed values) |
| asks to guess again | loop, ask until the guess is correct |  |
| play again | loop to play the game (generate magic number, asks for guesses, check and show the result) | driving program  game needs to be re-initialized, restarted (new magic number, reset guesses) |

## 3rd iteration, specification ver1

### Description

1. Guess-the-number is a class that has
   1. attributes (it knows):
      1. title, tells which rules a game object follows
      2. magic number
         1. type: integer
         2. value: generated from a range from minimum to maximum
      3. range: minimum and maximum, values depend on the game rules
      4. guesses, how many guesses do player use or actual guesses too?
         1. type: integer
         2. value: initial 0, then only positive numbers
   2. methods
      1. \_\_init\_\_, initialize all attributes
      2. restart, that initializes magic number and guesses
      3. check, that
         1. has one integer parameter
         2. updates the guesses
         3. returns the result of the comparison between the parameter and the magic number

### Generated UML class diagram (<https://app.genmymodel.com/>) @ver1

Kuva, joka sisältää kohteen teksti

Kuvaus luotu automaattisesti

### Code generated from the UML diagram @ver1

class GuessTheNumber(object):

def \_\_init\_\_(self):

self.title = ""

self.magic = 0

self.guesses = 0

self.min = 0

self.max = 0

# Start of user code -> properties/constructors for GuessTheNumber class

# End of user code

def check(self):

# Start of user code protected zone for check function body

return False

# End of user code

def restart(self):

# Start of user code protected zone for restart function body

raise NotImplementedError

# End of user code

# Start of user code -> methods for GuessTheNumber class

# End of user code

### Completed code @ver1

import random

class GuessTheNumber:

def \_\_init\_\_(self):

self.title = "Guess-the-number"

self.min = 1

self.max = 9

self.magic = random.randint(self.min, self.max)

self.guesses = 0

def check(self, guess):

return guess == self.magic

def restart(self):

self.magic = random.randint(self.min, self.max)

self.guesses = 0