UserInterface.py

UserInterface.py

UserInterface-class

__init__-
    Validifies whether a deck has been created.
    Assists in menu creation
Data members-
    self.__m_currentDeck
    self.__m_menu

run-
    Prints main menu for user
    Prompts user until good input given
Data members-
    self.__m_menu.prompt
    self.__create_deck

+deck_menu-
    Prints menu for user
Data members-
    self.__print_card
    self.__m_currentDeck
    self.__save_deck

+get_str-
    Takes prompt string as input.

+get_int-
    Prompt user for input within a correct range.
    Repeat prompt until valid input is given.

+create_deck-
    Creates a deck and stores that deck.
Data members-
    self.__current_deck
    self.__new_deck
    self.__all_deck

+print_card-
    Prompts the user for card # to print.
    Prints the number of the card from deck.
Data members-
    self.__current_deck
    self.__all_deck

+save_deck-
Save a deck to file
Takes the name of a file to put deck in.
Data members-
    self.__current_deck
    self.__all_deck

RandNumberSet.py

RandNumberSet.py

RandNumberSet-class

__init__-
    Creates random number set that contains restrictions.
    Numbers on cards increase left to right.
Data members-
    self.__m_nSize
    self.__m_nMax
    self.__m_nRowPos
    self.segments

+len-
    Takes the length on the class
    This number will equal the card size
Data members-
    self.__m_nSize

+getitem-
    Returns a certain row in Bingo card
Data members-
    self.__m_nSize
    n

shuffle
    Shuffles each segment
Data members-
    self.segments
    self.__m_nRowPos

next_row
    Returns the next row of Bingo numbers
Data members-
    self.__m_nRowPos
    self.__m_nSize
    self.segments

+str-
    Creates a list and joins strings together
Data members-
    self.segments

Card.py

Card.py

Card-class

__init__-
    Creates a bingo card
Data members
    self.__idnum
    self.__ns

id-
    Gives the ID number of the card
Data Members-
    self.__idnum

number_at-
    Returns value in Bingo square.
Data members-
    self.__ns

+len-
    Returns the size of the card.
Data members-
    self.__ns

Deck.py

Deck.py

Deck-class

__init__-
    Constructs the deck
Data members
    self.__card_size
    self.__num_cards
    self.__max_num

+len-
    Returns the number of cards in deck
Data members
    self.__num_cards

card-
    Retrieves certain card from the deck
Data members-
    self.__num_cards
    self.__max_num

Stored in

self.__max_num
    self.__card_size

+str-
    Display the deck
Data members-
    self.__card_size
  self.__num_cards
  self.__max_num

+str-
    Returns a formatted bingo card
Data members-
    self.__idnum
    self.__ns