Bagels Deduction Game

Making Game with Python (1)

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Agenda

- Dictionary
- Demo
- function definition and test
 - Introduction
 - o get_random_number
 - get_player_input
 - o get_clue
- Main function

Dictionary

- Dictionary is a collection which is to store data with key-value pairs
- Syntax: A= {key1: value1, key: value2}
- Access
 - Value = A[key] # compare: access list value
- Add element
 - A[new_key] = new_value
- Check the existence of a key
 - Key in A
- Loop:
 - For k, v in A.items():
 - print(k, v)

```
#exercise
```

```
A = \{(a': 1, (b': 2)\}
```

```
print(A['b'])
```

```
A['c'] = 3
```

```
print(A)
```

```
print('a' in A
```

For k, v in A.items():

```
print(k, v
```

Dictionary

- Get keys
 - o A.keys() # compare: access list value
- Get values
 - A.values()
- Deletion
 - A.pop(key)
 - o del A['a']

```
# exercise continue:
print(A.keys())
print(A.values())
print(A.pop('a')) # return the related value
print(A)
```

print(k)

for k in A:

Demo



Introduction

```
NUM_DIGIT = 3
MAX_GUESS = 10
def introduction():
  intro = f'''
  I am thinking of a {NUM_DIGIT}-digit number. Try to guess what it is.
  The clues I give are...
  When I say: That means:
  Bagels None of the digits is correct.
  Pico
           One digit is correct but in the wrong position.
  Fermi
            One digit is correct and in the right position.
  I have thought up a number. You have {MAX_GUESS} guesses to get it."
  print(intro)
```

Flowchart

Intro

get_random_number

```
For loop with max guess:
    print(message)
    guess = get_player_input()
    clue = get_clue(guess)
    If clue == 'Won'
        print(congrats)
        return
    else:
        print(clue)
```

print('Ran out of guesses')

Debug: function definition and test

bagels.py: Function definition bagels_test.py def get_random_number(): from bagels import * def test_get_random_number() test_get_random_number() If bagels_test.py fails, go to check code

Create random number

```
def get_random_number(size):
  nums = list(range(1, 10))
  random.shuffle(nums)
  ans = "
  for x in nums[:size]:
    ans += str(x)
  return ans
```

```
def test_get_random_number():
    print('-----test get_random_number')
    print(get_random_number(2))
    print(get_random_number(2))
    print(get_random_number(3))
    print(get_random_number(3))
    print(get_random_number(3))
    print('-----done-----\n')

test_get_random_number()
```

get_player_input

```
def get_player_input(size):
    ans = "
    while len(ans) != size or not ans.isdigit():
        ans = input('Make a guess ({} digits): \n'.format(size))
    return ans
```

```
def test_get_player_input():
    print('-----test get_player_input')
    ans = get_player_input(3)
    print('Your guess is {}'.format(ans))
    print('-----done-----\n')

test_get_player_input()
```

Get clue

```
def get_clue(guess, secrete_number):
  if guess == secrete_number:
    return 'Won'
  clue = ∏
  for i, x in enumerate(guess):
    if x == secrete_number[i]:
       clue.append('Fermi')
    elif x in secrete number:
       clue.append('Pico')
  if not clue:
    return 'Bagels'
  else:
    # clue.sort()
    return ''.join(clue)
```

```
def test_get_clue():
  print('-----test get_clue-----')
  data = {
     ('123', '123'): 'Won',
     ('123', '213'): 'Pico Pico Fermi',
     ('123', '230'): 'Pico Pico',
    ('123', '456'): 'Bagels'
  for (guess, secrete), value in data.items():
     ans = get_clue(guess, secrete)
     if ans != value:
       print('Failure: get_clue({}, {}) is expected to be {}, \
               but got {}'.format(guess, secrete, value, ans))
       return
  print('-----Success-----\n')
def test_get_clue()
```

Main function

```
def bagels_game():
  introduction()
  secrete = get_random_number(NUM_DIGIT)
  for i in range(MAX_GUESS):
    print('\n#{}:'.format(i+1))
    ans = get_player_input(NUM_DIGIT)
    clue = get_clue(ans, secrete)
    if clue == 'Won':
      print('Congrats! You got it.')
      return
    else:
      print(clue)
  print('You ran out of guesses. The answer was {}'.format(secrete))
```

program entry

```
if __name__ == '__main__':
  bagels_game()
```