

Dragon Realm

Making Game with Python (1)

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Today

- Review and test
- import time module
- Escape character and multiline string
- User-defined function
- While loop
- Boolean operators: and, or , not
- Dragon Realm

Review

- Function and module
- Import random module
- Flow control (if else and for loop)
- Guess number game
 - Question: what is the best strategy to search the number?)

Test

```
# find the bugs

number = 3
guess = input('input your guess ')

if guess == number:
    print('Your guess is correct')

elif guess < number:
    print('Your guess is too small')
    print('done')

else:
    print('Your guess is too large')
```

Test

find the bugs

```
number = 3
```

```
guess = input('input your guess ')
```

```
if guess == number:
```

```
    print('Your guess is correct')
```

```
elif guess < number
```

```
    print('Your guess is too small')
```

```
    print('done')
```

```
else:
```

```
    print('Your guess is too large')
```

find the bugs

```
number = 3
```

```
guess = int(input('input your guess '))
```



```
if guess == number :
```

```
    print('Your guess is correct')
```

```
elif guess < number : ←
```

```
    print('Your guess is too small')
```

```
    print('done') ←
```

```
else:
```

```
    print('Your guess is too large')
```

Test

```
# what will be printed
```

```
for x in range(5):  
    print(x, end=' ')
```

```
for x in [3, 2, 1, 0, -1]:  
    print(x)  
    if x<0:  
        print('negative number')
```

Test

what will be printed

```
for x in range(5):  
    print(x, end=' ')
```

```
for x in [3, 2, 1, 0, -1]:  
    print(x)  
    if x<0:  
        print('negative number')
```

what will be printed

0 1 2 3 4

3

2

1

0

-1

negative number

Escape Characters

`\`(backslash): “escape” character. It is used to print certain special characters:

Escape character	What is actually printed	Examples
<code>\'</code>	Single quote (')	<code>print('It\'s a test')</code>
<code>\"</code>	Double quote(")	<code>print("He said: \"sure\" ")</code>
<code>\n</code>	Newline	<code>print('left\nright')</code>
<code>\t</code>	Tab	<code>print('left\tright')</code>
<code>\\</code>	Backslash(\)	<code>print('Backslash \\')</code>

Multiline string

- Using escape character `'\n'`
 - `A = 'This is \na test'`
 - `print(A)`
- Using `'''...'''` or `"""..."""`
 - `A = '''This is`
 - `a test'''`
 - `print(A)`

Import time module

- `import time`
- `time.asctime()`:
 - string of local time: e.g., 'Sat Sep 28 17:22:20 2019'
- `time.sleep(second)`:
 - suspend execution of the program for certain seconds
- `time.time()` :
 - the time in seconds since the epoch (1/1/1970, 00:00:00)

Import time module

- How to calculate the duration:
 - `import time`
 - `start = time.time()`
 - `(do something)`
 - `duration = time.time() - start`
 - `print(duration)`

User-defined functions

- Advantage of user-defined functions
 - Written once, used multiple time
 - Helpful to organize and maintain code

- Syntax 1:

```
def function_name(arg1, arg2, ...):  
    statement1  
    Statement2  
    .....
```

```
# calling the function  
function_name(var1, var2, ...)
```

Exercise:

```
def my_function(name, school):  
    print(f'my name is {name}')  
    print('my school is {school}')
```

```
my_function('Amy', 'Gates')
```

User-defined functions (cont)

- Syntax 2:

```
def my_function(arg1, arg2, ...):  
    statement1  
    statement2  
    .....  
    return value
```

```
ans = my_function(val1, val2, ...)  
print(ans)
```

```
def my_function(name, school):  
    print('my name is ', name)  
    print('my school is ', school)  
    return 'Done'
```

```
ans = my_function('Amy', 'Gates')  
print(ans)
```

User-defined functions (cont)

- Syntax 3:

```
def my_function(arg1, arg2=default, ...):  
    statement1  
    statement2  
    .....  
    return value
```

```
# val2 is optional  
ans = my_function(val1, val2, ...)  
print(ans)
```

```
def my_function(name, school='Gates'):  
    print('my name is ', name)  
    print('my school is ', school)  
    return 'Done'
```

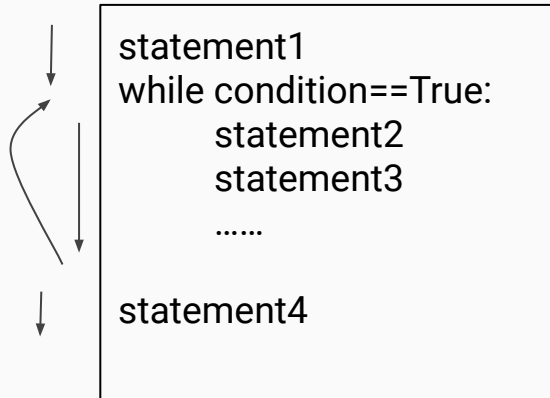
```
ans = my_function('Amy')  
print(ans)
```

```
my_function('Amy', 'Conant')
```

While statement

- Difference between while and for loop
 - For loop: loops a specific number of times
 - While loop: loop repeats as long as a certain condition is True
 - “For loop” can always be replaced with “while loop”, but not always otherwise

- Syntax:



While loop:

```
counter = 0
while counter < 5:
    print(counter)
    counter = counter + 1

print('Done')
```

For loop:

```
for counter in range(5):
    print(counter)

print('Done')
```

Boolean operators

- Boolean operators evaluate statement and return True or False
- True or False:
 - Cats have whiskers and dogs have tails
 - Cats have whiskers and dogs have wings

Boolean operator: and

- If values on both sides of keyword “and” are true, the statement is True
- If either side are false, the statement is False
- Exercise:

A = 7

A > 5

A < 10

A > 5 and A < 10

A > 10

A > 5 and A > 10

Boolean operator: or

- If either side of keyword “or” is true, the statement is True
- If both sides are false, the statement is False
- Exercise:

A = 7

A > 5 or A < 10

A > 5 or A > 10

A < 5 or A > 10

Boolean operator: not

- Return the opposite boolean value of the statement
- Exercise:

A = 7

not A > 5

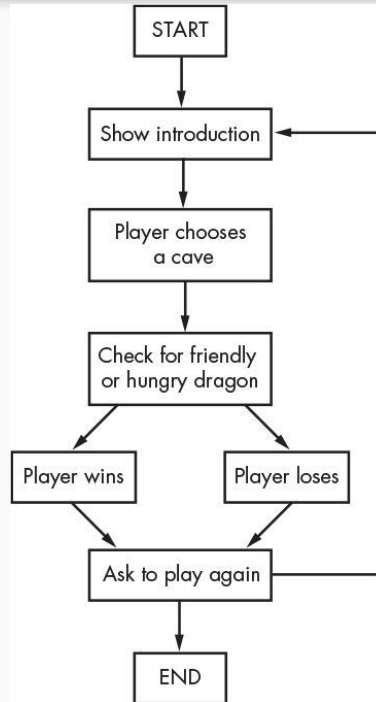
not A < 5

not (A > 5 or A < 10) # combination

Dragon Realm



Dragon Realm: flow chart



dragon.py

```
import random
import time

def displayIntro():
    print('''
        you see two caves.
        In one cave, the dragon is friendly.
        In the other cave, the other dragon is greedy and hungry.
        ''')

def chooseCave():
    cave = ''
    while cave not in ['1', '2']:
        cave = input('Which cave will you go into? (1 or 2) ')
    return cave

def checkCave(chosenCave):
    print('A large dragon jumps out in front of you! He opens his jaws and...\n')
    time.sleep(2)
    number = random.randint(1, 2)
    if chosenCave == str(number):
        print('Gives you his treasure!')
    else:
        print('Gobbles you down in one bite!')

if __name__ == '__main__':
    playAgain = 'yes'
    while playAgain.startswith('y'):
        displayIntro()
        caveNumber = chooseCave()
        checkCave(caveNumber)
        print()
        playAgain = input('Do you want to play again? (yes or no)')
```

dragon_test.py

```
from demo_dragon import *  
  
displayIntro()  
  
ans = chooseCave()  
print(ans)  
  
checkCave(1)
```