## An Autonomous Institution

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## python

## $19 I T 103$ - COMPUTATIONAL THINKING AND PYTHON PROGRAMMING

*A readable, dynamic, pleasant, flexible, fast and powerful language

## Recap:

1. Find a minimum in a list :

- One way is to sort the list of elements in ascending order and get the first element as minimum.
- Another method is to compare each element with other.
- As an initial step, first element of the list is considered as minimum element.
- And in each iteration, each element in the list is compared with the minimum.
- If the element in the list is less than the minimum then swap both elements else compare with the next element in the list.
- These steps are continued until the end of the list and finally print the minimum.


## Recap:

2. insert a card in a list of sorted cards:

- Start with an empty left hand and cards face down on the table.
- Then remove one card at a time from the table and Insert it into the correct position in the left hand.
- To find a correct position for a card, we compare it with each of the cards already in the hand from left to right.
- Once the position is found, the cards from that position are moved to the next higher indexed position and in that order.
- New card is inserted at the current position.


### 1.9 Illustrative problems:

- Guess an integer number in a range
- Tower of Hanoi


### 1.9.1 Guess an integer number in a range :



### 1.9.1 Guess an integer number in a range :

## Problem Statement:

- Shankar and Vijay are playing a game of integers.
- Shankar chooses an integer of his choice in his mind.
- It can be any integer value within the range of 1 to 100 .
- Now, Vijay had to find that integer through some guesses.



### 1.9.1 Guess an integer number in a range :

## Problem Statement:

Shankar can provides 3 hints to Vijay, each hint can be one of the below types:

- Type 1 : Guess is Low
- Type 2 : Guess is High
- Type 3 : You guessed my number!
- Now Vijay has to make some guesses in order to find Shankar's integer.
- Note: Vijay is given only 10 chances to guess the number. If Vijay wins the game, then return True otherwise return False.


### 1.9.1 Guess an integer number in a range :

## Python coding:

```
import random
def ask_for_guess():
    '''returns an integer number as guessed by the user'''
    while True:
        guess = input('> ') # Enter the guess.
        if guess.isdecimal():
            return int(guess) # Convert string guess to an integer.
        print('Please enter a number between 1 and 100.')
print('*** Guess the Number ***')
print()
secretNumber = random.randint(1, 100) # Select a random number.
print('I am thinking of a number between 1 and 100.')
```


### 1.9.1 Guess an integer number in a range :

## Python coding:

```
for i in range(10): # Give the player 10 guesses.
    print('You have {} guesses left. Take a guess.'.format(10 - i))
    guess = ask_for_guess()
    if guess == secretNumber:
        break # Break out of the for loop if the guess is correct.
    # Offer a hint:
    if guess < secretNumber:
        print('Your guess is too low.')
    if guess > secretNumber:
        print('Your guess is too high.')
# Reveal the results:
if guess == secretNumber:
    print('Yay! You guessed my number!')
else:
    print('Game over. The number I was thinking of was', secretNumber)
```


### 1.9.1 Guess an integer number in a range :

## Output:

```
*** Guess the Number ***
I am thinking of a number between 1 and 100.
You have 10 guesses left. Take a guess.
> 50
Your guess is too high.
You have 9 guesses left. Take a guess.
> 25
Your guess is too low.
You have 8 guesses left. Take a guess.
> 35
Your guess is too low.
You have 7 guesses left. Take a guess.
> 45
Your guess is too low.
You have 6 guesses left. Take a guess.
> 48
Your guess is too low.
You have 5 guesses left. Take a guess.
> 49
Yay! You guessed my number!
```


## THANK YOU

