Global Startup

MEXICO 2015, iLAB XALAPA

http://tiny.cc/GSLMEX15

Python Assignment

Due Sunday 6/28 @5pm

Goal:

Make a program that will allow the user to play rock-paper-scissors one time. Please include comments on your code explaining what each line does

- -ask the user for an input ("What is your move?")
- -save the input as the players move
- -compare the players move to the computer's move
- -computer's move may be previously declared, can be fixed but must work with all options (rock, paper or scissors)
- -print "You win!" or "You lose!" based on comparison.

Challenge:

Make the computer's move be random.

The following example asks the user for their age and compares it to Jose's previously declared age.

Useful concepts to notice:
-an input is obtained from the user and saved as player_age
-multiple comparisons are used in the same conditional by using "and"
-comments are used liberally to explain what you are trying to do
-multiple conditionals are used by using "if", "elif" and "else."
-indentation is key for nesting

```python
#ask the user for an input and saves it as
#an integer the variable player_age
player_age = int(input("What is your age?"))

#declares Jose_age as the integer 25
Jose_age = 25

#conditionals
#if the player's age is above 18 and less than Jose's age
if player_age >= 18 and player_age < Jose_age:

    #prints "You are younger than Jose"
    print("You are younger than Jose!")

#if the player's age is above 18 and more than Jose's age
elif player_age >= 18 and player_age > Jose_age:

    #prints "You are older than Jose!"
    print("You are older than Jose!")

#if the player and Jose have the same age
elif player_age == Jose_age:
    #prints "You and Jose are the same age!"
    print("You and Jose are the same age!")

#for every other case that does not fit the above conditionals
else:

    #prints "You are lying, that is not your age!"
    print("You are lying, that is not your age!")
```

Goal:
Make a program that will allow the user to play rock-paper-scissors multiple times. And allow the user to stop playing when they want. (Includes Beginner's assignment & challenge).

Challenge:
Print accumulating score of player vs. computer.

Email your file to Estefania at estavila@mit.edu

Email Subject: GSL Last Name RPS
　　　　example: *GSL Avila RPS*

Attach File Named: LastName_RPS.py
　　　　example: *Avila_RPS.py*

Learning to use Google or other resources is important. However, please for this exercise do not copy paste an entire program from the web, even though I know they exist.

Questions or concerns please email Estefania at estavila@mit.edu.