DOBBLE GAME-SPOT THE SIMILARITY 04

Hey every one as we have discussed we need to have two list here, list one and list two each list will comprise of definite number of symbols and there should be only one and only one symbol in common between these two list as we discussed we will be taking alphabets as symbols here so i will be using a particular string here that is called string dot ascii underscore letters since this is from string library we will be importing string here. Let me print it and show you as you can see here we have lower case and upper case letters in this particular string we have A to Z from we have A to Z in lower case and A to Z in upper case, let me zoom it so that you can see it properly. You see here we have A to Z in lower case letters and A to Z in upper case letters i will be using this particular string for symbols. I will have a symbol list here, since this is the string i just convert this particular string to list symbols is equal to list, string dot ascii underscore letters so we have our symbols here now we have to generate two more lists i will call them card one and card two. I will initialise it also so we will be having only five symbols in each card because i have initialised the list to five elements to five zeros so first of all i need to find the positions of the same symbol in card one as well as in card two, i will have two variables here first is pos one that will be the same position in card one and next one will be pos two that will be the same symbol position in card two so i will have random dot randint it will be from zero to five it will generate random numbers zero one two three same way we can have pos two that will be the same symbol position in card two. So will have random dot randint from zero to five ok i will write here also pos one and pos two are the same symbols position in card one and card two respectively. So we are done with the positions ok so next what will be doing here is will be having a character named same symbol and i will just randomly choose it from our list that is symbols. You need to if you need to choose from the list you can use random dot choice as we are using random we should import random here too. So we are don't with the cards we are done with the same symbol, now we need to append the same symbol in card one as well as in card two ok. so i will have here if pos one is equal to pos two then card two pos one is card two pos two or pos one whatever you want to take you can take since they are equal, will be equal to same symbol same with card one pos one is equal to same symbol if they are not equal then we need to take care of some things here so concentrate we will have card one pos one as same symbol as you discussed earlier and in card two at pos two we will save same symbol but at position one in card two we will have another symbol we will have card one position two will have another symbol so we need to again randomly choose it from random list symbol, random dot choice symbols and similarly for card two at position one will have random dot choice symbols aren't we doing something wrong here because if we are choosing from the same list even card one and card two may have the same symbol so we should remove the same symbol from the list symbols so i just simply write symbols dot remove same symbols. Please note the fact why i am doing this here because we don't want same symbol to repeat in card one and card two so what we will do here we will just remove the same symbol from the list symbols. Even even we don't want repetitions in the same card; we don't want the same symbols to repeat in similar in same card. So we also need to

remove the other symbols that we are choosing for card one and card two so i will just write here symbols dot remove card one pos two and here also symbols dot remove card card two pos one. so we are done with position one and position two and we are also done with this particular symbols that will be there in card one and card two at pos one and pos two. So what about the remaining position apart from the pos one and pos two, will also be appending some symbols here which are not similar obviously so let us do that. For that i will have a while loop here i will initialise a variable i while i is less than five ok we need to take care of this fact in mind that position one and position two shouldn't be here so while i is not equal to pos one and i is not equal to pos two only then this while loop will execute. So i will have two more characters here alphabet one and alphabet two so i will write random dot choice from symbols as and always we should also remove this alphabets from symbols so i will remove this alphabet. Symbols dot remove alphabet one and for card two will have alphabet two.. That is random dot choice, random dot choice symbols symbols dot remove alphabet two. So we are done with generating alphabet one as well as alphabet two so next we need to append this in card one and card two in card one the ith position append alphabet one in card two it ith position append alphabet two, so we are also done with the remaining position also implement this i, so we are done with pos one and pos two the same symbol as well as the remaining positions. Let me check whether the cards that are desired are the desired cards are showing up or not. So we will just print card one and card two so is to check whether our code is working fine or not. Ok let me check, what is common here is S S ok let me check again there is some error list assignment index out of range card one pos one so let me check that. We need to print pos one and pos two here so as to check whether it is taking the correct pos. It's Four three it is correct its one one is correct, four three is correct, three one is correct yes we have an error here it is taking one and five also so we will just generate from zero to four, now it's fine so please note the fact that if we will generate random numbers, random integers from zero to five then it can also generate five. For example it can generate from zero to five zero one two three four or five so it will just generate it from zero to five, zero to four because in list we have assignments from zero till four ok so we will generate the random integers from zero to four will write the ranger as zero comma four please note this fact here. So we are done with the cards now since the player is playing this game we should also know we should also let him know that whether he has won or not so i will just write will just input a particular symbol here so ch input ask the user to spot the similar symbol ok if ch is equal to is equal to same symbol then you just write print right else print wrong. So let us try to run this, so we have to spot the similar symbol it is m here yes again run this we have to spot the similar symbol and that is r, again run similar symbol here is it is difficult to find it is though ok so this is how we can play dobble game through python and i may have been wrong before but please note the fact in mind that if we generate random integers from a particular range for example if we write from zero to five then it can also generate five. It can also generate zero that means it can generate zero one two three four five, the both ends are inclusive so we will just write zero four because we need to have list assignments from zero to four ok please note this fact in mind because we were wrong at this and other wise the code is working fine, i hope you enjoyed this programming screen cast happy learning.