

DS2000

11/15 - Fri

Admin

- second chance HW due today! 9pm no late subs

## Agenda

1. classes + objects review
2. design our game — gozel better than moving section
3. Python

## 1. Classes + Objects Review

class vs. object

class is a template (concept)  
object is an instance of template (actual thing)

attribute — variable

method — function

--init-- — method in every class, instantiates an object  
establish attributes

self — specific object using a class

In Python, there is a string class

```
class string:
```

```
    def upper(self):
```

```
                  
          
          
        s
```

obj  
s = "hello"

s2 = s.upper()  
          ↳ method

## 2. Design the Game

↳ gozel: win over section 1

some classes that could support any game

Card class

Deck class

Player class

attrs: Suit  
value  
color?  
faceup

methods: \_\_init\_\_  
flip

attrs: list of Cards

methods: \_\_init\_\_  
shuffle  
deal

→ create the list  
→ iterate over list  
generate a pos at random  
swap current w/ random

Grand Rules:

- 2 players (Laney vs. Felix)
- player can get points/\$
- deal one card at a time
- cards can be face up/down
- we know suit/value of cards, but not fancy

1:35pm Game

Better than 9:50am?

→ reverse uno

obj: lots of cards

one card == 1 point

players ask each other for cards,  
maybe bluff

keep cards face down

players take turns asking for cards,  
if guess right they get the card

otherwise lose a card

other player draws from deck