

# CONTENTS

<b>I</b>	<b>How to read this book</b>	<b>1</b>
	<b>Structure</b>	<b>5</b>
	Code . . . . .	5
	Notes . . . . .	6
	Related information . . . . .	6
	Critical details . . . . .	6
	Hints . . . . .	7
	Redirects . . . . .	7
	Code repository . . . . .	7
	Library versions . . . . .	7
	Disclaimer . . . . .	8
<b>II</b>	<b>Level Rookie</b>	<b>9</b>
	<b>Start with the basics</b>	<b>11</b>
	<b>1 Rock, Paper, Scissors</b>	<b>13</b>
	1.1 Generation of the options menu . . . . .	14
	1.2 Request for names and number of games . . . . .	15
	1.3 Choose the move . . . . .	16
	1.4 Simulating the opponent . . . . .	17
	1.5 Decide the winner . . . . .	18
	1.6 Full game . . . . .	20
	1.7 Game extensions . . . . .	21
	<b>2 Bingo Simulator</b>	<b>23</b>
	2.1 Generation of the bingo card . . . . .	24
	2.2 Display the card on the screen . . . . .	26
	2.3 Simulate the drum . . . . .	27
	2.4 Game over detection . . . . .	28
	2.5 Game implementation . . . . .	30

## Playing Python

---

2.6	Simulation . . . . .	34
2.7	Game extensions . . . . .	35
<b>3</b>	<b>Mastermind</b>	<b>37</b>
3.1	Generation of the secret sequence . . . . .	39
3.2	Selection of the candidate sequence . . . . .	40
3.3	Plot the sequence . . . . .	42
3.4	Checking the color distribution . . . . .	43
3.5	Check the number of hits . . . . .	44
3.6	Game over . . . . .	45
3.7	Full game . . . . .	46
3.8	Game extensions . . . . .	47
<b>4</b>	<b>Figures and Letters: Letter Test</b>	<b>49</b>
4.1	Vowels and consonants . . . . .	50
4.2	Ask for a difficulty . . . . .	51
4.3	Choose consonant or vowel . . . . .	52
4.4	Construction validation . . . . .	53
4.5	Read dictionary words . . . . .	55
4.6	Word validation . . . . .	56
4.7	Add word to the dictionary . . . . .	57
4.8	Calculate the score . . . . .	57
4.9	Find the best possible word . . . . .	58
4.10	Full game . . . . .	60
4.11	Game extensions . . . . .	62
<b>5</b>	<b>Figures and Letters: Number Test</b>	<b>63</b>
5.1	Generate numbers to play . . . . .	64
5.2	Generate target number . . . . .	65
5.3	Reading the user play . . . . .	76
5.4	Scoring . . . . .	77
5.5	Full game . . . . .	78
5.6	Game extensions . . . . .	79
<b>6</b>	<b>Solitaire Game</b>	<b>81</b>
6.1	Reading of symbols . . . . .	82
6.2	Validate a number of cells . . . . .	83
6.3	Validate the number of symbols for the chosen difficulty . . . . .	84
6.4	Game parameters input . . . . .	85
6.5	Generate board . . . . .	86
6.6	Plot board . . . . .	87
6.7	Symbols random selection . . . . .	88
6.8	Distribution of symbols across the board . . . . .	90
6.9	Checking of uncovered symbol . . . . .	91
6.10	Full game . . . . .	92
6.11	Game extensions . . . . .	94

<b>7</b>	<b>Forecasting Stocks</b>	<b>95</b>
7.1	Stock market data download . . . . .	96
7.2	Data cleaning . . . . .	98
7.3	Visualization of the stock price . . . . .	99
7.4	Selection of the difficulty level . . . . .	101
7.5	Making the prediction . . . . .	104
7.6	Calculate the score . . . . .	107
7.7	Game extensions . . . . .	112
<b>8</b>	<b>Stop the Clock</b>	<b>113</b>
8.1	Reading the numbers . . . . .	114
8.2	Display of the digital clock screen . . . . .	116
8.3	Construction of a stopwatch . . . . .	119
8.4	Stop the stopwatch . . . . .	122
8.5	Calculate the score . . . . .	124
8.6	Game extensions . . . . .	125
<b>9</b>	<b>Lingo</b>	<b>127</b>
9.1	Color printing . . . . .	128
9.2	Choose a random word . . . . .	129
9.3	Start of the game . . . . .	131
9.4	Check hints . . . . .	132
9.5	Game over . . . . .	133
9.6	Full game . . . . .	133
9.7	Game extensions . . . . .	135
<b>III</b>	<b>Level Veteran</b>	<b>137</b>
	<b>From Rookie to Veteran</b>	<b>139</b>
<b>10</b>	<b>Logo</b>	<b>141</b>
10.1	Draw trajectory . . . . .	143
10.2	Add movement . . . . .	144
10.3	Command line . . . . .	147
10.4	Decode the command prompt . . . . .	148
10.5	Full game . . . . .	151
10.6	Game extensions . . . . .	154
<b>11</b>	<b>Sudoku Solver</b>	<b>155</b>
11.1	Build the board . . . . .	156
11.2	Detect empty cells . . . . .	157
11.3	Candidate validation . . . . .	159
11.4	Implement the solver . . . . .	160
11.5	Game extensions . . . . .	163
<b>12</b>	<b>Tank Royale</b>	<b>165</b>

## Playing Python

---

12.1	Definition of obstacles . . . . .	166
12.2	Definition of tanks . . . . .	170
12.3	Creation of the board and the tanks . . . . .	176
12.4	Calculate tank movement . . . . .	179
12.5	Calculate the trajectory of a shot . . . . .	181
12.6	Detection of walls or obstacles . . . . .	182
12.7	Full game . . . . .	190
12.8	Game extensions . . . . .	198
<b>13</b>	<b>Go Fish!</b>	<b>201</b>
13.1	Generate a complete deck . . . . .	203
13.2	Sort the deck . . . . .	204
13.3	Translate figures . . . . .	205
13.4	Display the hand of cards . . . . .	206
13.5	Shuffle the deck . . . . .	207
13.6	Draw a card . . . . .	207
13.7	Draw a random card . . . . .	208
13.8	Deal cards to the players . . . . .	209
13.9	Values of the same suit . . . . .	210
13.10	Ask the opponent for a card . . . . .	212
13.11	Full game . . . . .	213
13.12	Game extensions . . . . .	218
<b>14</b>	<b>Word Search</b>	<b>219</b>
14.1	Randomly fill the word search grid . . . . .	220
14.2	Generation of direction and orientation of a word . . . . .	221
14.3	Get the maximum starting index . . . . .	222
14.4	Position that a word occupies in the word search grid . . . . .	223
14.5	Validate position . . . . .	225
14.6	Creation of the word search . . . . .	226
14.7	Graphical interface . . . . .	228
14.8	Get all detected words . . . . .	230
14.9	Creation of the user interface . . . . .	232
14.10	Game extensions . . . . .	235
<b>IV</b>	<b>Level Nightmare</b>	<b>237</b>
	<b>A qualitative leap</b>	<b>239</b>
<b>15</b>	<b>Arkanoid</b>	<b>241</b>
15.1	Development of the graphical interface . . . . .	243
15.2	Game parameters . . . . .	244
15.3	Calculation of brick coordinates . . . . .	245
15.4	Initialize targets . . . . .	247
15.5	Calculate the angle of ball rebound . . . . .	248