# Python Packet \#3: <br> <br> "If" you "Loop" It They Will Come? 

 <br> <br> "If" you "Loop" It They Will Come?}

| Operator Sign | Operator Name |
| :---: | :--- |
| $<$ | Less than |
| $>$ | Greater than |
| $<=$ | Less than or equal to |
| $>=$ | Greater than or equal to |
| $==$ | Equal to |
| $!=$ | Not equal to |

## Key Idea:

- Using Conditional Statements
- Using while True Loops and For X in Y Loops

Before you solve these problems watch the following videos. Make sure you code along!

Video \#1: How Much Cash Is That? Video \#2: Savings

Video \#3: Lonely Boy Duck Duck Goose...
Video \#4: As if

## Scoring:

You need a minimum of 70 experience points to move on from this packet. How you choose to achieve that task is entirely up to you.

$$
\begin{gathered}
100 \text { Points: } \mathcal{A}+ \\
90 \text { Points: } \mathcal{A} \\
80 \text { Points: } \mathcal{B} \\
70 \text { Points: } C
\end{gathered}
$$

Below 70 Points: $F$


Challenge \#1:
The first problem in this packet involves guessing an old man's age. Have the user take guesses and the
$+10$

## Experience

Points script should tell the user if they were too high or too low (create your own message).Track the number of guesses the user inputted. When they finally get the correct answer you should print a screen that tells them something to the effect "Congrats it took you $\qquad$ " guesses.



Challenge \#3: Get a destination
from the user and the miles to that destination. Using the equation time $=$ distance/speed and a "for $x$ in range $(0, ?)$ loop" tell the
$+20$
Experience
Points user the time with would take them to reach their destination if they travel at $5 \mathrm{mph}, 10$ $\mathrm{mph}, 15 \mathrm{mph}, \ldots 100 \mathrm{mph}$. Video example.

| +30 |
| :---: |
| Experience |
| Points |

Challenge \#4: The
Mystery Box Challenge.
We got a mystery program crushes us in this game.

Your job is to recreate it!


Here it is:

## MYSTERY BOX CHALLENGE.



## +30 <br> Experience Points

Theoretically, if you created a program that could beat the dealer in blackjack you could
\#\# Random Hand generator
import random
yourhand $=$ random.randint $(2,21)$ run that script across 1000 games and reap wealth beyond your wildest dreams. So what better way to spend the day than making that program? I have included a block of code above. This code will generate a random hand of blackjack.

Challenge \#6: Video Example

1) Create a set of rules that will tell the program to either "hit" or "stay". The program should automatically keep going until it "goes bust" or is high enough to where you programmed it to stop.
2) Now repeat that process for the
 dealer. Note: the dealer always hits on a 16 or lower.
3) Determine a winner. I would use if and elif to make this as simple as possible.
4) At the very end, place this whole process in a loop to run 1000 games. Tally up all of the wins, losses and ties. Those three numbers must add to 1000 or you are missing game results. $\qquad$
$+10$
Experience
Points

## Challenge \#7:

Take this entire packet and place it in a loop. Press '1' to play your first challenge, press '2' for the second challenge, etc. Have a press ' 0 ' for quit as well.


## Your Goal:

1) Get from the user how much they want to contribute every month. Then ask them how many months they would like to simulate.
2) Every month add their contribution to the total and multiply the total by $1.00+1 / 12$ of $8 \%$ (which is 1.0067). Print their new total each month.
3) Once all the months have run tell the user their new total, their total contributions(money they invested) and their total earnings in the market (the money they made in the stock market).

Here is an example if you need!

