GUESS THE MOVIE NAME 03

You would have seen an interesting game in the last video sir has a movie in his mind he just writes as many number of blanks as there are number of letters in that movie name the person for playing with sir has to guess what could be the movie he has in his mind, just filling the blanks is difficult see even you would take movie name with five letters say then even for that you have a lot of possibilities errors so many movies that could be available with five letters so it is difficult for the person on the other side to guess what could be the movie he has in his mind so he is given the flexibility the person can say i assume that this particular letter is present in the movie name so he can guess one letter at a time so he says whether this letter is present or not he asks sir basically whether this particular letter is present or not, smart strategy will be generally to start with vowels because mostly vowels will be present in any name so a e i o u with the vowels if you start you can open lot of blanks you can open up and you can guess the movie name that is the smart strategy generally we use so for example if i say a i want to guess whether a is present in the movie name so in case if a is present the person who has posted the question will write a in those blanks wherever a was present in that movie name in case if it is not present he would say it is not present you come up with the next guess other letter. So this way by unravelling each and every possibility of letter you try to guess the movie name this is how the game goes, alright? We have just taken few top rated movies from imdb that is the internal movie data base so let us have a list of those movies here first as a part of our programming let us have a list of those movies, movies let me have it as a list the first we had was anand in the second was drishyam and the third was nayakan the forth was anbe sivam so go i have taken the fifth is gol maal the sixth one is vikram vedha so its vikram vedha the seventh one is black Friday the eighth is dangal ninth is manichithrarhazhu and the tenth one is taare zameen par so may be for each of users because we have to switch between caps and small it would be difficult so let me make everything in small letters that just for our ease, it actually doesn't matter may be you can have all caps or anything as you wish its convenient for me if everything is in small so let me make everything in small letters. I have ten movies i have taken top ten from the imdb, you can take as many movies as you wish or you can include your favourite movie as per your wish this list completely up to you, you can have as many the ones which ever you wish you can have it any ways as you want this list is completely up so we have our list of movies now let's play we will start our game. So this thing if you would see here it says undefined name play so you say i want to play but the computer doesn't know what to be done if you say play so you have to define what is play? So you are defining def play this is the particular syntax to define new functionality if that is if i say play this are the tasks that has to be done, you are defining it. So we will define what has to be the game we will define basically what has to be done if someone says play. So here let me say i have two players as you have seen in the video there were two players and one person was posting the question here that we make it the computer posting the question the list of movies we have given are already the list of movies from this list the computer is posting the question so just that is the change here and we will assume the there are two players to play the game so this is the two players game basically so we will

have player one name i want to each will be having a name it will be good if you would refer them by their name they will feel a personalised thing of playing the personalised play they could feel if you use their name instead of just calling player one player two x y something like that you just use their own name it would be good so i have to input his name so i input it to get the input i should give him a suitable message that please enter your name so only then he can understand what do i actually except in this time and he will give the proper input so i have to give the message input message that is for this particular message, read this message and give your input something like that what could i give? I can give player one please enter sorry enter your name, i have asked his name the same has to be done for player two as well so let me copy paste it i am sorry i will copy paste this let me copy and let me paste here, the only change here is it's player two not the player one again it should be player two and here to we need a different variable that's why there is a warning ps here that is that's the same name there is a warning that you could see here this warning appears because there are two things with the same name p one you had used earlier p one name and the same p one name you had used earlier so if i change it may be this particular thing will be resolved and now this warning is because it is assigned but it is never used but this will be used in the upcoming part of the code but that would be taken care of that would be fixed this particular warning symbol that is appearing here would be fixed as the code proceeds. So let us so let us start off with the next part so for both the players initially we will have zero points so let me initialise that points for player one is zero points for player two is also zero so i have initialised and if you would see we alternate the turns of the players like may be player one gets a chance to guess the movie name the next would go to the next player this would be an interesting variant if you would alternate and see who gets the highest score probably there are other variants may be familiar with this is one of the interesting variant that we will be implementing now alright so keep track of the turn who has to lay next we will have some variable called turn so let me initialise it, let me start the value of turn with zero so why zero nothing special it is general practice in computer science to count form zero you can start from anything basically what has to be taken care of is the turns must be alternated between the two players so player one gets a chance now the next must go to player two the next chance must go to player one the next must go to player two and this chain must be happening so to take care of that you can start from any value only thing is you have to take care of the strict alteration that is the both must get the chance equally that should not be the case that same person get chance again and again that should not be the case so that we have to take care of it that's it. So for that we have a variable turn it's just a general practice of computer science to start counting form zero that why i have initialised zero nothing special you can start from any value, so let me say the players are willing to continue the game or not willing to continue the game so this could be the two states as the players keep playing some may be it is a two player game so we need both the players to play in case if someone is not willing to continue then the game comes to an end so to keep track of whether they are willing to continue or not so i would say willing i will keep a variable willing initially will have that to true because this is the start off the game so let us keep it true and as long as the players are willing you have to play the game so let me say while willing while willing so as long as they are willing, as long as both the players are willing you continue the game so this is how now here comes the actual game and i say the turn has to be alternated so same here i

have started the value of turn with zero you may start with any particular value at the value zero it is the turn of player one at the value one it is the turn of player two at the value two it is the turn of player one again at the value three it is the turn of player two again and this is how it goes as you would observed if the turn value is zero two four six eight and so on it is a turn of player one if it is one three five seven nine and so on it is the turn of player two so every even value of turn is the turn of player one and odd value is the turn of player two, how do we keep track of this? Even and odd values there is an operator called the modulo operator, what it does is, it divides and returns the reminder of division so to check whether the number is odd or even you would divide the number by two and check the reminder, for all even numbers dividing by two would give you the reminder zero for all odd numbers dividing by two will give the reminder one so we will use this concept and check whether the particular value is odd or even so the turn has to be check if it is odd or even so let me check if turn modulo sorry its turn modulo two is equals to equal equal to zero why did i use double equal to because single equal to is assignment basically whatever be the value i don't care just assign this value something like that this is i want to check the equality, i want to retain the value and check it with some standard value so for that some equality check i will apply use double equal to symbol so if this is equal to zero that is even value the turn is even value, if it is even then you divide by two you will get the reminder zero so if that happen if turn turned out to be even number then it should be the turn of player one ok let me write that it is the turn of player one ok so we have to first start off by telling that it is his turn print player ones name you have taken print his name and say that it is your turn player one this is your turn just say him the message alright? So what should we be doing now? We should randomly pick a movie from this list of movies, there is a list of movies with us from that list we randomly pick a movie so let me say that it is picked movie picked movie is nothing but for randomly picking a movie you need there is a built in library called random we need to import it lets import it now import random so this is a built in library that would be used in order to pick something randomly from a given list or from a given range something like that for random selections this particular library is used so for picking randomly from the given list we use the function called choice it is define in this random library so i will be calling it as random dot choice within this i need to pass the list as the argument let me the name of this list is movies so i will pass movies so basically what this does here, from this list movies you pick a random choice and assign that to picked movie variable so you are picking a random movie this is what is done here. Now once i have picked a movie i need to create the question that is basically i need to give blanks that many number of blanks so here i will be stimulating blanks as stars so if the movie contain say for example here in our six letters say dangal is the movie i have picked it contains six letters i need to represent six blanks here i am representing blanks in stars so i need to represent six stars so i should create the question in that format this is my picked movie is dangal for that i need to create a question so i have to create a question here so let me do that let me say, you create a question for the picked movie that is picked movie as some six characters in my case as i have said then six stars must be present and in case if the picked movie for example say it is something like anbe sivam, vikram veda or taare zameen par these movies have spaces in between so the spaces may not be encoded by stars, spaces must be retained as spaces just the letters must be encoded as stars so this encoding thing i have to do this thing let me say i have to create the question so

this is what is the task i have to do, create a question and once the question is created i need to capture the created question so let me capture it in a variable called question so i had created a question alright so i have once the question is created and captured i need to print it print this question print the question and till now the answer is not yet said that is the person has not yet said the answer so let me say he has not said the answer not said i will have a variable to keep tracking of whether the person as said the answer or not said the answer, so let me say this particular value is true not said is true. Alright so as long as he says the answer now we need to continue here so i will say while not said not said as long as the person as not said the answer continue the game so what should you do? You should ask him to guess a character so let me take the input character let me say it as ch, ch be my character or let me say letter that is better intuitive name, so let me say letter letter input i have to input the character your letter this is the your intuitive message i feel you can modify this message as you wish that's never an issue the thing is as how the question will be post and the person is ask to guess the whether this particular letter is present in that movie name or not that is what i am doing your letter please enter your letter this is what i want so i will inputting that so when i have to check if that letter is present or not so let me say if that letter is present is present of that letter in the picked movie, a movie was picked right so we have to check whether that letter is present in this picked movie or not so if this is present you have to unlock the blanks wherever the letter was present that part has to be taken care of here else it's a simple thing so let me complete that first and lets come back to this part of unlocking else what should i do print his letter whatever he has print he has guessed is not found, this is the message to be print, this is simple so let's see till now we input the name of the players start with zero points each we have a variable turn to keep track of who has to play now and we have a variable willing to keep track of whether they want to continue the game or they want to quit the game so as long as they are willing we have to play the game we first start with checking the value of turn we first start with checking the value of turn here if that is an even value then it is the turn of player one else so corresponding else let me write here so that it is, it is not skipped let me write the corresponding value it is in column nine so i need to write the corresponding else in column nine it's in column nine ok hence this is the turn of player two ok so once they're both the turns are over what should we be doing is we need to increment the value of turn that is this person has played now this will be the turn of next person so i am increasing the value by one, turn is equal to turn plus one this is how i have incremented the value of turn so this is the outline of our play method we have meant completed it just an outline this is a rough idea of how the game will go maybe you pause for sometime look into the outline understand the flow of the game then proceed with it let's proceed with the missing parts here in the next session of this video thanks for watching till now please watch next videos in order to completely understand how this program will work thank you.