

DOBBLE GAME-SPOT THE SIMILARITY 03

Well this game appears to be simple but actually it is not, wanna play? Let us try to stimulate the pythonic version of this game. So first of all let me give you a brief introduction of what dobble game is all about. As you know we have a set of cards here each card has some symbols on it, each card has definite number of symbols on it in fact if we pick any two cards we will find the definite number of symbols on it and if you pick any two cards from a lot they will have only one and one symbol in common. You can clearly observe this here that each pair of card will have only one and one symbol in common. So this is what dobble game is all about as we have discussed so how can we realise this through programming? In fact this is much easier in python so will have two list here list one and list two each list will have definite number of symbols and symbols are represented by alphabets so if we have seven alphabets in list one you must have seven alphabets in list two also so we have definite number of symbols and you also need to take care of this fact in mind that each pair of list should have only one and one alphabet in common this is something that we need to check in programming and see how can we play this. For example i have two list here list one and list two, list one comprises of the symbols or alphabets AGTFC and list two comprises of the alphabet TJYPOL so as you can see here only one and one alphabet is common and that is T and they have definite number of alphabets in the list, we have six alphabets in list one as well as six alphabets in list two. This is something that we need to do through python or programming so let us start with our programming screen cast.