

GUESS THE MOVIE NAME 04

Alright guys till now we have seen general outline of the game let me just give you a very quick summary of what has happened till now see these are the list of movies we have collected this from imdb top rated Indian movies, when we come to the actual game, when we come to the actual playing part the first thing we do is we are getting the names of the players, this is just to give the personalised feel to the players and we start off with zero points to both the players and we have variable we started off with zero points to both the players as you could see here and we have a variable turn that is use to keep track of whose turn it is that is the turns has to be alternatives, the players will have to get their turns in the alternating sequence for that reason we have a variable turn and we have another variable called willing that says whether the players want to continue the game or they want to quit the game, so this particular thing willing initially i have to set it true because i have to start the game and during the run off the game the players may choose to quit at any time and it is a two player game so it requires both the players to be present in the game, in case if any one says i want to quit i don't want to continue next the game comes to an end and the status till now will be displayed at the end of the game. So this is how the game goes and this is we had assign we had started the value of turn from zero and this is just a convention in computer science to start counting from zero nothing hard and fast you can do anything as you wish, i had started from zero so the turn zero two four six that is the even numbers turn corresponds to player one that is been captured by this modulo operator and odd number turns will correspond to player two we had given an outline of the game in player one so we had, we had started off with this see when it is the turn we have to display that this is this person turn so i had given a message player one this is your turn something like that i had given a message. I have randomly pick a movie from the list of movies we have and create a question out of it, creating a question is nothing but we would have blanks in the conventional game, here i am encoding the blanks with stars that is, in case the movie has five letters in its name, five stars will be displayed in place of the letters and please note that in case if there are spaces for example if you would see thare zameen par or vikram veeda these movies have spaces in their names, so in case there are spaces the spaces would be left as such, only the letters will be encoded as stars, so in case if i take taare zameen par, five stars followed by a space followed by six stars followed by a space followed by three stars. This is how we need to encode it this encoding process let me call it as we are creating the question, so we create the question we take the question and print the question, we show the question to the player and we have a variable to keep track of whether the player has set some answer or not so initially he hasn't said that answer so i said not said is true, so as long as he says the answer repeat this, what we do is, we ask him to guess a letter that could be present in the movie, and if that letter is present we need to unlock those spaces, those star where that letter is present otherwise we have to say the letter is not found, for example see if taare zameen par is the movie that has been picked and if the user wants to know if the letter 'u' is present in the movie name, you could see letter 'u' is not present here so i will say 'u' not found. In case if he types letter 'a' a is present twice here, once here once here so in all these corresponding

places i will unlock i will say this is 'a' after unlocking it becomes star a a star star star a star star star a star and spaces would be just spaces there there is no encoding nothing but in the precious encoding all letters are made stars we would unlock only those places where the letter A is present, this unlocking part has to be done otherwise we will just display the message that this particular letter is not found ok ,now let us look at the unlocking part so let me say after unlocking those letters we get the modified question, so i will say this is modified question, let me call this as a modified question to get the modified question what should i do? I should unlock, unlock all that i need is the previous question or the question that comes during this run because as you could see with A unlocked the user may either guess the movie name or maybe he could require more guesses like maybe he want to say i want to unlock more letters may be he want to unlock if letter i is present if letter e is present, he may try for various possibilities so it is not always the case that with just one letter unlocked the user can guess the movie name so it may happen anything so i should take the modified question from the previous run. Modified question from the previous run and the picked movie name i need to have a reference because i need to unlock his choice of letter if it is present. If the letter is present i need to unlock it so, for unlocking it i need to refer to the picked movie name originally and this is his character preference i need to pass so i need to unlock those letters using these parameters, i need to have unlock functionality which requires these parameters so the modified question here and here the difference is this is the question modified based on the previous one see, i will give you an example just take the same thing taare zameen par if this is the movie if the user wants to unlock 'a' these will be unlocked and now the new question will be star 'a' 'a' star star space star 'a' star star star star space star 'a' star this will be the new question, this has to be passed and suppose during the second guess the letter he wants to unlock is 'e' then ch will carry the value of 'e' and to unlock 'e' where all e has been present in the movie you need to refer to it, so i am passing the picked movie as well, i need this value as with so this is the modified question based on the previous one so what will be the this particular thing in the first run, so for that let me store here modify question is nothing but your question itself in the first run, in the first run it is all stars, during the subsequent runs the modified question may vary that depends on what are the letters you have already unlocked ok? So you have modified it so modified question is obtained to you so let me now print the modified question, i have to print the modified question. Ok print it modified question now i should say the user has to decide now, if he wants to continue, if he wants to guess the movie name with this or he wants to unlock another character so let me say this is decision so d let me call it d, i will take his decision as a form of an input i can give him an message see press one to guess the movie or two to unlock another character another letter i could say so this is once the unlocked the modified question has been displayed after unlocking the particular letter he has to decide whether he knows the movie name he want to guess it right the way or he wants to unlock another letter so this particular decision is taken care of here. So once the decision has been taken in case he wants to say i want to guess the movie name, if that is we had given if one is for guessing the movie name, if his decision is one then you have to collect an answer from him, answer you have to input it from him, let me say, let me give a colon here for clarity sake let me say here it is, i need to give a message let me say your answer, i am asking him to give his answer, so for this he will give an input answer we need to check if that answer is exactly the

same as the picked movie name so i am checking if answer is exactly equal to picked movie. Ok in case if that is equal then i would say increase his points by one so already his new points for player one is nothing but his old points plus one, this is his new points so i have increase his points by one. so i have to let him know that his answer is correct, i have to print that his answer is correct and i will have to make this not said i have used the variable not said based on which game will continue i have to make it false because initially he has not said the answer so i had made it true now given that he has said the answer not said should become false, names i have used so it is easier to understand the code this is generally a better practice to name your variables such that it is easy for anyone to understand the code, the code is not just for you even if you go work in the collaborative environment in a company or anything even you work in teams it may be the case that you would be the one who could and there me be someone who tests your code because it's generally the thing is pretend to cover our mistake that is how human tendency we tends to cover our mistakes, so the person who has written the code if he is given an opportunity to check whether the code is perfect or not he knows what are the mistakes could occur during the, during the coding process he would have tested and he would have got some mistakes, he would try to hide that mistake so the actual quality could not be could not be so in order to get the actual quality what they generally do is they would ask another person there would be another person called the tester, he would be the one who has assigned the responsibility of testing the code, so for him to test the code for him to give inputs such that you can check through how the flow is what are all the calculations being done to check through all that the code must be highly readable and when you work in teams, when your particular portions is being used by someone else or someone else portion you are using and you are depending on it, it is highly important that your code is properly readable and to make it readable one time that we generally give is you give your variable names in a intuitive manners see just as how i have given western modified western picked movie not said all these are English words that speak in itself, you may not say for what purpose you have been using this particular variable name that is quite intuitive people can easily understand just any one knows English will be able to understand the flow of this programme in such a way we are coding as to be done this is a general tip that people use to give when working in teams. So this is the take home message you need to take here alright let's get back not said initially the person has not said the answer so it must may true now given that he has said the answer not said should we make false, not said should be made false. And now i should print him his code, the person name player's one name i have to print here his code your score ok let me say this is points of player one so how much as he score, i should let him know. So this is done till now what has happened we have unlocked the character we have modified the question and we for modifying the question we take the modified question from the previous run, in the very first run the modified question is nothing but the question itself with all letters encoded as stars and spaces left as such, this is the modified question at the first run and subsequent runs, the modified question will be based on what are the letters you have unlocked in the previous runs. So that is why we are using the modified question on both the places, this is the place where generally the beginners would feel it difficult to understand please pause here try to give it a thought, try to take your sheet of paper, you try running it as i had said an example take may be this particular name or black Friday or vikram veda something like that. Spaces as well as the name is also length here so

take something like that, you would get an idea of what all could be the case may be user wants to guess one character he is not able to guess the movie just with one character and because of which in subsequent run what should be the expected modified question you just try run once you pause over here think understand this fully then lets proceed to it, so i would recommend it you understand up to here completely so please give a pause here understand completely and once you are completely thorough please proceed to the next part alright i hope you would have paused and understood the flow till here lets continue and each player must be given a chance whether he wants to continue the game or quit so that will have to ask here. Will say we are asking this along this it has to come so after he has said the answer so this is, this loop runs till he gives the answer after he has said the answer you have to ask him so this consenter column thirteen, ok column thirteen we should go to column thirteen i should ask whether he wants to continue, so for continue let me use c this is for continuing. I am inputting his decision his choice whether he wants to continue or quit the game so let me say press one to continue or zero to quit let me save this and i would see if zero is for quit so if his choice is zero, if his choice to continue or not if it is zero then i should give him a summary, so let me say i have to say print player one his score we have to print so let me print his name first player one name your score ok i have to print his score so which is points of player one, points of player one this is his score now i need to do the same for player two let me i am sorry let me copy paste the same because it's the same just that in place of player one i am going to use player two, i will paste it and i will have to change here see its player twos name and even here i have to change it it is points of player two and now i will just have some nice greeting message would make it more personalise so let me have a greeting message here thanks for playing, have a nice. This is up to you, you can give any number of messages as you wish, this is just to give a personalise feeling to the players that's it, have a nice day. So this is we have treated and now we are not willing to continue so this particular thing this value we had set willing as true that should be set as false, willing should be set as false, will make it as false. This is he is not willing to continue that is the meaning here alright so let us have a very quick summary of what has happened till now, we have the list of movies taken from imdb the top rated movies from imdb we have inputted the players name, initialised both their points as zero have a variable to keep track of turn, that is whose turn it is player one or player two, every even turn is of player one and every odd turn is of player two which is taken care of the modulo operator and this particular variable willing is to take care of whether the player wants to continue the game or he wants to quit it and when the player is willing and it is his turn to say this is his turn we pick a random movie create a question that is encode all the character with stars and spaces are left as spaces only, this is how the encoding as to be done. To create a question, print the question and then this will be the modified question for the first run that will be clear when we see this particular part and we have a variable to keep track of whether the user has said the answer or not said the answer, here the player has said or not said the answer so initially he has not said the answer so not said is true so as long as he did not say the answer continue it, you ask him to guess for a character if the character is present you have to unlock the character else you say the character is not found, that letter is present or not present based on that you take a decision, you say you have to unlock the character or you say that letter is not found and in unlocking process what you do is, you take the modified version in the previous run, in first run it

would be all letters encoded with stars, you refer to the actual movie name and unlock all those spaces where this particular character has been present, you unlock it that becomes your modified question print the modified question and once the modified question has been printed the user has two options he can guess the movie directly or he wants to unlock another letter, in case he wants to guess the movie, you say this is the you ask him to answer if that is the picked movie say that it is correct and you increase his points by one and you output him his score and since he has said the answer this particular value of not said should be made as false and yeah here there is a missing case as you could see in case he wants to guess the movie name what if it is wrong? It is not the correct answer. What should we do? That has to be handled so let's say else that comes under else part that is his answer this is in column twenty five and this is also in column twenty five see indentation is important in python that's why we are checking it see column twenty nine yah column twenty nine so in case if his guess is wrong, he wants to say that this is the movie name for example if you could take, for example you can take this two drusyam and nayakan these two are having same seven letters so based on seven letters he would have unlocked some character and he suppose has the feeling for example the letter y is common in both the things suppose he has unlocked the letter y he may feel that he could have answered something but what if that is not the correct answer so we need to inform that it is not the correct answer so please try again, try unlocking some more characters and try finding the movie, that part has to be taken care of, so let us print a message for that, print let me say wrong answer try again, try again ok so he had said that it's a wrong answer so i am just asking him to try again so ok this part is taken care here now alright and in case if letter is not found we say letter is not found and once after he has said the movie name correctly you will intimate him his movie is correct and increase his points intimate his new score and said this particular value of not said to false because this is the variable we used to keep track whether the person has said the value or not said the answer or not as long as he has not said the correct answer this particular value will remain true and once he has said the answer this not said must become false you make it false and once not said becomes false the loop comes to an end so the game this particular turn is over so once it is over, you just ask him if he wants to continue or quit, in case he wants to, he wants to continue let him continue with the next thing in case he wants to quit you have to say this is the summary of the game till now you have to display his scores and give some nice greeting message and set this particular value of willing to false based on which we tracking whether the person wants to continue his game or he wants to quit the game so this particular thing you have to set it to false so this is how the game goes, this is for player one now let's see the same thing will be there for player two as well so let me just simply copy paste it but please make sure that indentation is proper let me copy and i am posting it here and please make sure that the indentation is completely proper. So yeah we may not increment, we have to increment the value of the turn why? Because after this turn it will be the turn of next player in case he says he is not willing if someone says i am not willing the game comes to an end there itself if there are telling i want to continue then the value of the turn will be incremented based on which the next player will get a turn see if you would see every value of turn if it is even number it will be the turn of player one for odd number it is a turn of player two we need to alternate the turns, that's why we are increasing the turn value by one so initially you will get an even number then an odd number then an

even number then an odd number that is player one then player two then player one then player two and so on this is how the turns are being alternated alright this is the outline of the game if you could see this is the outline of the game so maybe you can pause here and just see what all has happen, how is the flow of the game is going on and there are something which has been not yet oh yeah here is the syntax error ok let me verify it i need to use the brackets that's a syntax error. I print the question ok and yeah the same since even i have copy pasted the same error would have occurred so i am correcting this, here i would say there are some warnings occurring here, these names are undefined so let us define all these things in the next part of the video also maybe you can pause this, pause it here you can take a look at the flow of the game, you try to understand how it will goes and then in the next video everything will be clear once we have defined these undefined terminologies as well