

CS 201 Homework #8

Deadline: November 16th, 9:00 pm. Save your code as `lastname_homework8.py` and submit on Edmodo.

Please, run your code before submitting.

If you get an error, try to fix it before submitting your homework.

I) ROCK PAPER SCISSORS TOURNAMENT

For this problem, you will need to use a random number generator.

Add `"import random"` to the beginning of your code.

Use `"random.randint(x, y)"` to generate a random integer between `x` and `y` (included!)

Let's model a Rock-Paper-Scissors tournament. There are 30 players. Let's assume that each player uses one simple strategy: either always plays Rock, always Paper, or always Scissors.

Generate a player database list, which is a nested list that consists of *three* lists below:

(a) player names in string format that look like this: `"player1"`, `"player2"`, and so on (hint: to generate the names use for loop, string concatenation, and remember that `str(1)` is `"1"`);

(b) player strategy (let's define Rock as 0, Paper as 1, and Scissors as 2) – the strategy should be chosen randomly (use `randint`).

(c) player points to determine the winner. Initially, everyone starts with zero, obviously.

Assume that there are 1000 duels in the tournament: for each duel, two players are *randomly* chosen (yes, the number of games may be different for different players; let's not worry about this problem for this exercise). If you win you get 3 points; if it's a tie, you get 1 point; if you lose you get 0 points. Use the player strategy sublist to determine the outcome of each duel. Update the player points sublist given the result of each duel.

After 1000 games finish, identify the player with most points and print the name of the player, the strategy that was used, and the final number of points.

II) COUNTRIES DATABASE

For this problem, you will need to use the following information:

<i>name</i>	<i>capital</i>	<i>population</i>	<i>area</i>
Canada	Ottawa	37.6	3.86
Mexico	Mexico City	129.2	0.76
USA	Washington DC	327.2	3.80

Note: population is in millions, area is in millions of square miles.

1) Using alphabetical order (as in the table), create the following four lists: country names, capitals, population, and area. For this step (and this step only) you will need to manually type the data from the table.

2) Using the four lists that you just created, create country profile lists (for example, pCanada, pMexico, and pUSA) that look like this: ['Canada', 'Ottawa', 37.6, 3.86], and so on.

Do NOT create the country profile lists by manually typing the data! Instead use the four lists of country names, capitals, population, and area that you created earlier. Use .append() method to add data to the country profile lists.

3) Can you do step #2 using a for loop? Hints: you can use the fact that the index for Canada is 0, Mexico is 1, and USA is 2. You can also use IF statement to choose a relevant list name (for example,

```
if i == 0:
```

```
    pCanada = []
```

(please, do not use dictionaries for this step; we have yet to learn about them in 101).

4) Create a nested list that consists of all countries data; let's call it *countries*. Its structure should look like this: [pCanada, pMexico, pUSA], where each country profile list contains the country level data: name, capital, population, and area.

5) Using while loop ask for a user input about a variable of interest for a given country. For example, the user could type "What is the population of Canada?". Given the user input, provide the requested information using the *countries nested list*.

Hint: the command *in* works with strings just like it works with lists! For example, "Canada" in "Canada population" will be **True**.

If the user input is "What is the population of Canada?" the output that your code generates should look like this:

"The population of Canada is 37.6 million people."

If the user input has a country or variable that is not part of the *countries* list, the output should be:

"There is no data for this query".

Finally, the use should have an option to finish the program. If the user types "exit" (probably, a Windows user) or "quit" (probably, a Mac user), the program should terminate, wishing the user a good day.