
Прелюдия

9 ноември 2023

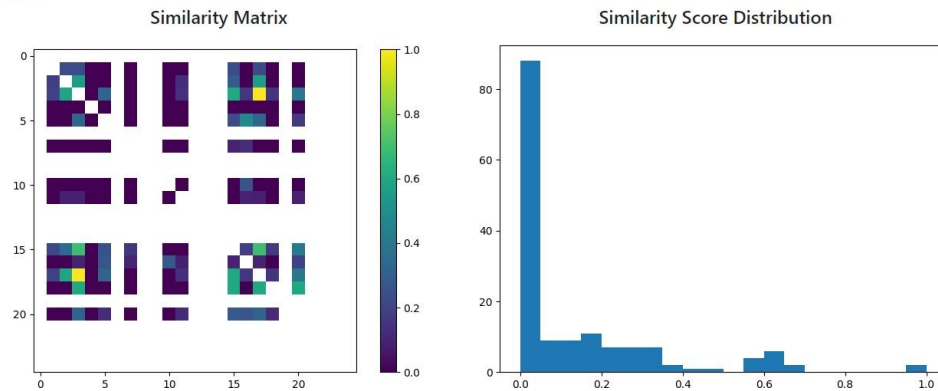
Помните ли как ви казахме да не преписвате?

- Сериозни сме...
- За да знаете, че сме сериозни

Последното предизвикателство

Copy Detection Report

Overview



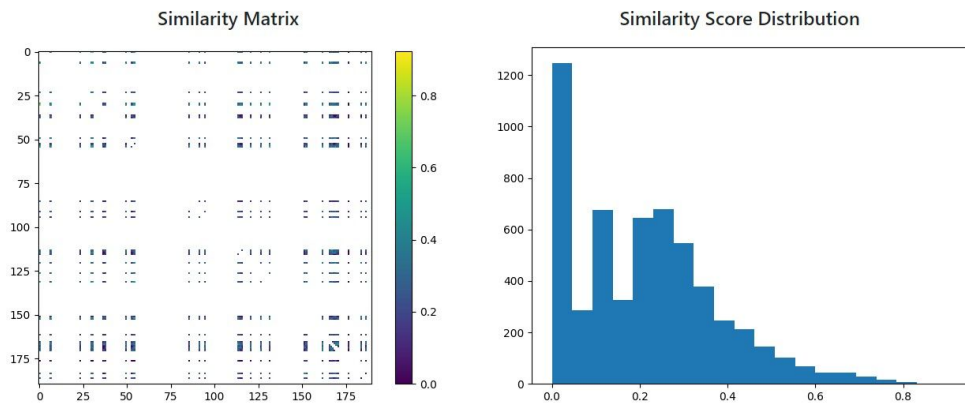
Note: a score of -1 in the similarity matrix indicates the comparison was skipped

Number of files tested: 25
Number of reference files: 25
Test files above display threshold: 5 (20.00%)

И понеже предизвикателствата са малки

Copy Detection Report

Overview



Note: a score of -1 in the similarity matrix indicates the comparison was skipped

Number of files tested: 190
Number of reference files: 190
Test files above display threshold: 48 (25.26%)

Ако ви хванем?

Няма да разберете преди да е
късно...



**ДА ВИ ХВАНЕМ
ДА ПРЕПИСВАТЕ
И ДА ВИ ОТНЕМЕМ
ТОЧКИТЕ ОТ
ДОМАШНИ (ВСИЧКИТЕ)**



**ДА ВИ ХВАНЕМ
ДА ПРЕПИСВАТЕ
И ДА ВИ ОТНЕМЕМ
ТОЧКИТЕ ОТ ДОМАШНИ
ЧАК НА КРАЯ НА
КУРСА (ПАК ВСИЧКИТЕ)**

И последно, два въпроса

Какво може да бъде модул в python?


- Файл с разширение .py
- Директория съдържаща файл с име `__init__.py`

И последно, два въпроса

```
# pythons.py  
pythons_by_area = {'Arnhem': 'Oenpelli', 'Bismark Islands': 'Bothrochilus', 'New  
Guinea': 'Apodora'}
```

```
# python_classifier.py  
import pythons  
def python_in_area(area):  
    return pythons.pythons_by_area[area]
```

```
# hmmm.py  
import pythons  
import python_classifier  
pythons.pythons_by_area['Arnhem'] = 'Nyctophilopython'  
  
print(python_classifier.python_in_area('Arnhem')) # ??  
  
Nyctophilopython
```

A man in a dark tuxedo and white bow tie sits behind a dark wooden desk on a beach. The desk is positioned on a bed of dark, wet pebbles. In the background, the ocean waves are breaking onto the shore. On the desk, there is a typewriter and a small, dark, rectangular object. The scene is lit with a warm, golden light, suggesting late afternoon or early morning. A semi-transparent dark horizontal band is overlaid across the middle of the image, containing the text.

“And now for something completely different.”

Monty Python

11. OBJECT ORIENTED PROGRAMMING (WORKSHOP) (МОБКШНОБ)

11. OBJECT ORIENTED PROGRAMMING



Ralof: Hey, you. You're finally awake.

SIMPLE RPG

- WE'LL BE DOING SOME OOP IN THE CONTEXT OF A VERY SIMPLE RPG
- WE'LL RUN IT ON THIS "ENGINE" (VERY LIBERAL USAGE OF THE TERM)
- WE WILL TAKE A LOOK AT IT'S CODE IN A SECOND
- ALSO WHY THE ENGLISH?
- Защото на български шрифтът не е достатъчно фантастичен



```
Controls:  
'w' - move up  
's' - move down  
'a' - move left  
'd' - move right  
'x' - attack  
'c' - cast spell
```

THE BASICS

- NAME
- LEVEL
- HEALTH
- POSITION (NOT FAVOURITE, GEOGRAPHICAL)
- FAVOURITE POSITION



ATTACK (SIMPLIFIED)

- PICK A TARGET
- HIT THE TARGET
- DAMAGE THE TARGET



ATTACK (LESS SIMPLIFIED)

- PICK A TARGET
- ROLL A **D20** (“TO HIT”)
- COMPARE AGAINST THE TARGET’S **ARMOR CLASS**
- IF “**ROLL**” \geq “**AC**” - DAMAGE THE TARGET
- ALL OF THIS IS TAKEN FROM D&D



SPELLCASTING (VERY SIMPLIFIED)

- SELECT TARGET(S)
- CAST SPELL
- ???
- PROFIT



SPELLCASTING (LESS VERY SIMPLIFIED)

- HOW DO YOU WANT TO MAKE IT MORE INTERESTING?
 - D&D STYLE?
 - PERCENTAGE-BASED CHANCE?
 - SOMETHING ELSE?
- ALSO - WE SHOULD HAVE A RESOURCE
 - D&D STYLE (SPELL SLOTS)?
 - MANA?



FIRE DAMAGE?

- RESISTANCES
- IMMUNITIES



WHAT'S NEXT

- REPOSITORY IS AVAILABLE HERE:
[HTTPS://GITHUB.COM/VBECHEV/ASCII-POOP](https://github.com/vbechev/ascii-poop)
- NEXT TIME - UNIT TESTING

THE END!