

Class Practice #1

Create a program that picks three random numbers between 1 and 6.

- If two of the three numbers match have an image appear.
- If all three numbers match have a different image appear.
- If none of the numbers match have an appropriate message of your choosing appear.

The program continues until the user hits a quit button.

Class Practice #2

Create a simple version of black jack.

- The user is dealt two random numbers between 1 and 10.
- The CPU player is dealt two random numbers between 1 and 10 but are not yet shown.
- The player starts with \$500 and can bet any amount as to whether his total will be greater than the CPU.
 - If the player has the higher total he wins the bet, otherwise lose the bet.
 - If there is a tie the player wins/loses nothing.
- Use appropriate messages to displaying a “Win” or “Lose”
- Keep track of wins, losses, and ties and this is displayed on screen at all times.

Class Practice #3

Create a simple video game where the user attacks an enemy (use a picture of your choosing).

- Set the enemy health to 500
- Each attack is a random number between 25 & 50.
- Use the progress bar feature to view the enemy health.
- When enemy health is depleted a winning message is displayed.
- Program a quit and reset button.