

1. We worked together to design a program to simulate playing the game of Lucky Sevens (Project 11 from Chapter 3.) until the user runs out of money. At that point, the program prints the number of rolls it took to break the player, as well as maximum amount of money in the pot.

We pretty much wrote the following program with the function `playTheGameUntilPotIsGone` remaining to be completed. (I had to guessing at the function name we used in class--I did not write them down...)

```
"""
File: luckySevens.py
Author: Mark Fienup with design help from Intro. class
Description: Simulates a user playing games ...
"""
import random

def main():
    """ Simulates the playing of Lucky Seven until the user breaks"""
    printWelcomeAndRules()
    initialPot = getInitialPot()
    numGames, maxPot = playLuckySevensUntilBreak(initialPot)
    printSummary(numGames, maxPot)

def printWelcomeAndRules():
    """Prints a welcome and rules of Lucky Seven"""
    print "Welcome to Lucky Sevens Simulator!\n"
    print "We'll simulate you playing games of Lucky Sevens"
    print "until you lose all of your money.\n"
    print "After the simulation, we'll print the number of rolls"
    print "it took for you to lose all your money, and "
    print "the maximum amount of money in the pot.\n"

def getInitialPot():
    initialPot = input("Enter the amount of the initial pot: ")
    return initialPot

def playLuckySevensUntilBreak(pot):
    """ Simulates playing Lucky Seven until the pot is gone"""
    print "%-5s%10s%-5s%10s" % ("Game", "Starting".center(10), "Dice", "Ending".center(10))
    print "%-5s%10s%-5s%10s" % ("#".center(5), "Amount".center(10), "#Total", \
        "Amount".center(10))

    print "-"*30
    gameNumber = 0
    maximumPot = pot
    while pot >= 1:

main()
raw_input("Hit any key to close")
```

