

Re: help with this game

Source: <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2004-07/2472.html>

From: Sean Ross (sross_at_connectmail.carleton.ca)

Date: 07/17/04

Date: Sat, 17 Jul 2004 13:22:14 -0400

Hi.

Here is the error your code produces on my machine:

Traceback (most recent call last):

```
File
"C:\Python23\Lib\site-packages\Pythonwin\pywin\framework\scriptutils.py",
line 310, in RunScript
  exec codeObject in __main__.__dict__
File "C:\My Documents\Sean\hacks\guessthenumber.py", line 15, in ?
  print "trie number", c ("out of 10")
TypeError: 'int' object is not callable
```

The last line of the error message is saying that you are trying to make a method or function call using an int, and that an int is not callable

```
c ("out of 10") <-- this is function/method call notation
```

The problem is you've misplaced your quotation marks in

```
print "trie number", c ("out of 10")
```

it should be

```
print "trie number", c, "(out of 10)"
```

Or, if you want to correct the spelling:

```
print "try number", c, "(out of 10)"
```

Changing the two occurrences of that line in your code, will solve that problem. There are other problems with your code, though.

You only want to give players 10 chances to guess the number – but, the code you have at the moment won't accomplish that. If the player keeps guessing incorrectly, then, on the tenth turn, they'll see

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```
to many guesses <-- should be "too many
guesses"
try number 10 (out of 10)
```

and then they'll be allowed to continue guessing forever, or until they guess the number. Can you see why? The solution is straightforward, so I'll leave that alone so that you can learn how to solve the problem.

There are two other things I'd like to point out for you:

1. You say the following twice in the same loop (see if you can figure out how to say it only once):

```
    if c == 10:
        print "to many guesses"
    print "trie number", c ("out of 10") <-- remember to fix this
bug first though
```

2. Try changing 'a', 'b', and 'c' to something more meaningful, say

- 'number', or 'theNumber', or 'theNumberToGuess' instead of 'a'
- 'guess', or 'theGuess', or 'playersGuess', or 'theNumberGuessed' instead of 'b'
- 'tries', or 'numberOfTries' instead of 'c'

Oh, and

```
a = random.randint(1, 100)
```

should be

```
a = random.randint(1, 101)
```

if you want people to guess a number between 1 and 100, inclusive.

Hope that helps,
Sean

"Alex Endl" <alexendl@hotmail.com> wrote in message
news:10fijmnmf86rkr20@corp.supernews.com...

```
> ok now that i know the random function, i made this guessing game. I get
an
> error though, and Im new so im not to good at figuring out what its
talking
> about.
>
>
> import random
> a = random.randint(1, 100)
> b=-100
> c=0
```

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```
> print "Welcome to guess the number"
> print "to play type in a number between 1 and 100."
> print "but you only get ten tries"
> while a != b:
> c = c + 1
> b = input ("enter guess:")
> if b < a :
> print "to low"
> if c == 10:
> print "to many guesses"
> print "trie number", c ("out of 10")
> elif b > a :
> print ("to high")
> if c == 10:
> print "to many guesses"
> print "trie number", c ("out of 10")
> print "you got it in ",c," tries"
>
>
> thanks for your time
>
>
```