

CMPT 165

INTRODUCTION TO THE INTERNET AND THE WORLD WIDE WEB



Unit 9

Dynamic Web Programming

Learning Objectives

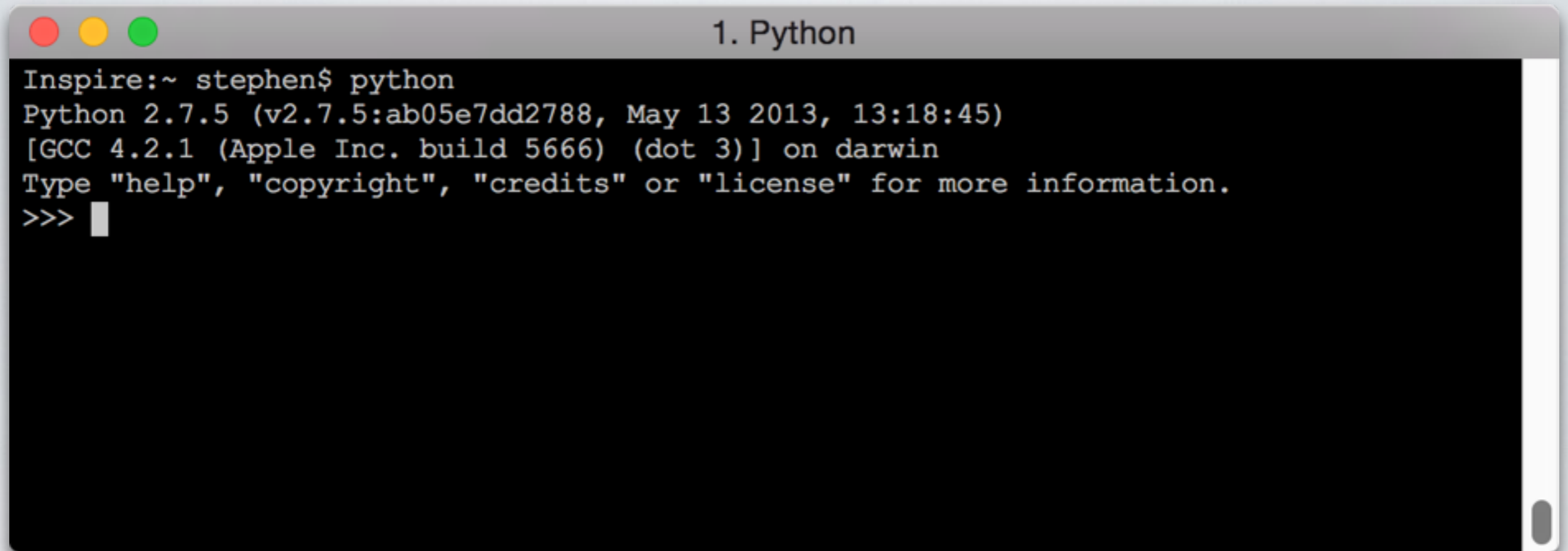
In this unit you will learn the following.

- **Understand** how to program in Python.
- **Understand** how to program in Python.
- No really, **understand** how to program in Python.
- Seriously, **understand** how to program in Python
- **IT'S IMPORTANT!!!**

Topics

1. Python Dictionaries
2. Web-Enabling the Bottles Song
3. Web-Enabled Login Program
4. Guess the Number Game (if time permits)

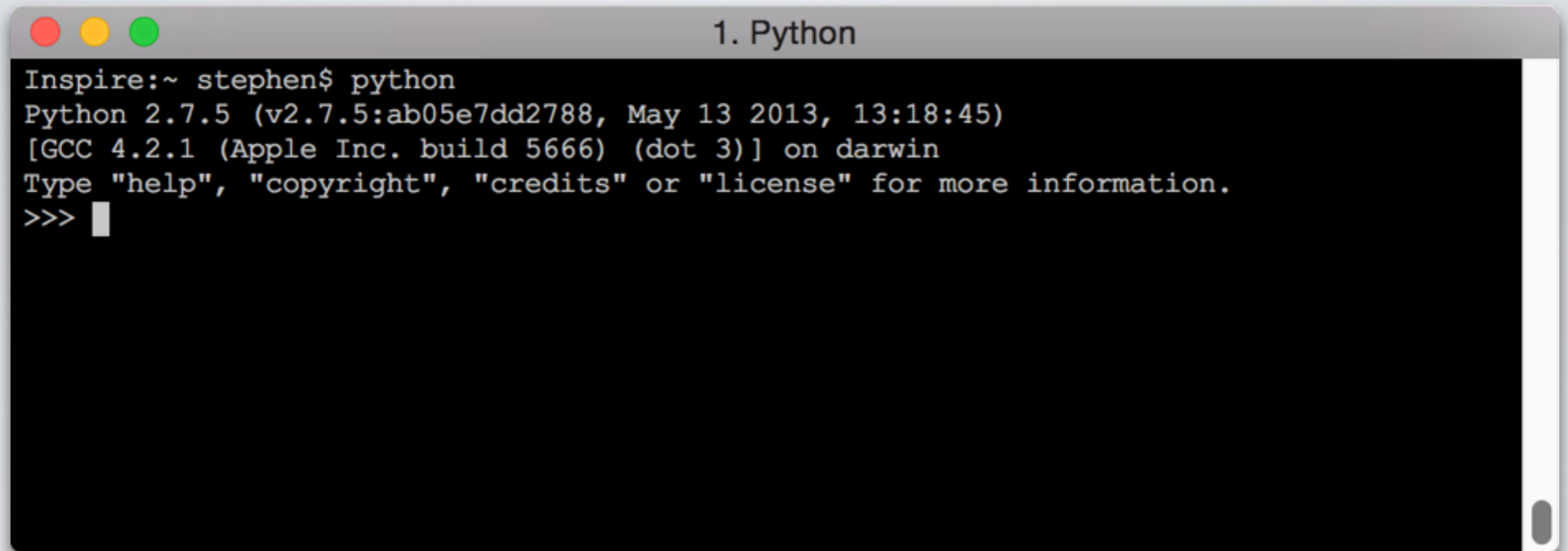
Web Bottles Song

A terminal window titled "1. Python" with a dark background and light text. The window has three colored window control buttons (red, yellow, green) in the top-left corner. The text inside the terminal shows the command "python" being executed, followed by the Python version and build information, and the prompt ">>>" with a cursor.

```
Inspire:~ stephen$ python
Python 2.7.5 (v2.7.5:ab05e7dd2788, May 13 2013, 13:18:45)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> █
```

Now we convert our command line login demo and make it web-enabled. We will use the [form.html](#) and [form.py](#) code as a basis for covering [99Bottles.py](#) to web-enabled script called [xBottles.py](#).

Web Login Demo

A terminal window titled "1. Python" with a standard macOS window header (red, yellow, green buttons). The terminal text shows the execution of the 'python' command, displaying version information for Python 2.7.5 and GCC 4.2.1 on Darwin, followed by a prompt 'Type "help", "copyright", "credits" or "license" for more information.' and a '>>>' prompt with a cursor.

```
Inspire:~ stephen$ python
Python 2.7.5 (v2.7.5:ab05e7dd2788, May 13 2013, 13:18:45)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> █
```

Now we convert our command line login demo and make it web-enabled. We will use the [form.html](#) and [form.py](#) code as a basis for covering [login3.py](#) to web-enabled program.

Guess the Number

Write a program able to play the "Guess the number"-game, where the number to be guessed is randomly chosen between 1 and 20. This is how it should work when run in a terminal:

```
Hello! What is your name?
```

```
Stephen
```

```
Well, Stephen, I am thinking of a number between 1 and 20.
```

```
Take a guess.
```

```
? 10
```

```
Your guess is too low.
```

```
Take a guess.
```

```
? 15
```

```
Your guess is too low.
```

```
Take a guess.
```

```
? 18
```

```
Good job, Stephen! You guessed my number in 3 guesses!
```

Summary

- Learnt how to program in python of the web.

Next Unit: none, time to study for final exam.



QUESTIONS?