

Forum:[Hack Forums](#)

Thread: [Dice Class](#)

Mr.Richie - April 25, 2018, 8:47 am

Saw tutorial before.. now it's gone. Tried this, it's not working.

Code import random

```
class Player:
    def __init__(self, name):
        self.name = name
        self.dice1 = random.randint(1,6)
        self.dice2 = random.randint(1,6)
        self.total = dice1 + dice2

    def get_dice(self):
        print("Player: {0}, dice1: {1}, dice2: {2}, total scored: {3}".format(self.name, self.dice1, self.dice2,
self.total))

player1 = Player("John")
player2 = Player("Jake")

player1.get_dice()
player2.get_dice()
```

.kr. - April 25, 2018, 9:44 am

Post the error message here please

Mr.Richie - April 25, 2018, 10:54 am

(Apr 25, 2018 09:44 AM).kr. Wrote: [\[CITE\]](#) Post the error message here please
Line 5 error self.name = name.

HFDone - April 25, 2018, 10:58 am

theres few errors in your code dice1 + dice2 and print close

PHP Code

<?php

```
class Player:
    def __init__(self, name):
        self.name = name
        self.dice1 = random.randint(1,6)
        self.dice2 = random.randint(1,6)
        self.total = self.dice1 + self.dice2

    def get_dice(self):
        print "Player: {0}, dice1: {1}, dice2: {2}, total scored: {3}".format(self.name, self.dice1, self.dice2,
self.total)

p1 = Player("John")
p2 = Player("Jake")
```

```
p1.get_dice()
p2.get_dice()
```

.kr. - April 25, 2018, 11:35 am

some error's in there... somtimes no 'self', simetimes no ')' and somtimes indent not right

Code import random

```
class Player:
    def __init__(self, name):
        self.name = name
        self.dice1 = random.randint(1,6)
        self.dice2 = random.randint(1,6)
        self.total = self.dice1 + self.dice2

    def get_dice(self):
        print("Player: {0}, dice1: {1}, dice2: {2}, total scored: {3}".format(self.name, self.dice1,
self.dice2, self.total))
```

```
player1 = Player("John")
player2 = Player("Jake")
```

```
player1.get_dice()
player2.get_dice()
```

cleptom - April 25, 2018, 9:56 pm

(Apr 25, 2018 11:35 AM).kr. Wrote: [\[CITE\]](#) some error's in there... somtimes no 'self', simetimes no ')' and somtimes indent not right

Code import random

```
class Player:
    def __init__(self, name):
        self.name = name
        self.dice1 = random.randint(1,6)
        self.dice2 = random.randint(1,6)
        self.total = self.dice1 + self.dice2

    def get_dice(self):
        print("Player: {0}, dice1: {1}, dice2: {2}, total scored: {3}".format(self.name, self.dice1, self.dice2,
self.total))
```

```
player1 = Player("John")
player2 = Player("Jake")
```

```
player1.get_dice()
player2.get_dice()
```

If you ever need to import this class (for an assignment building off of this or something similar) it will run your test code during the import. To prevent this, you can do something like this:

Code import random

```
class Player:
    def __init__(self, name):
        self.name = name
        self.dice1 = random.randint(1,6)
        self.dice2 = random.randint(1,6)
        self.total = self.dice1 + self.dice2

    def get_dice(self):
        print("Player: {0}, dice1: {1}, dice2: {2}, total scored: {3}".format(self.name, self.dice1, self.dice2,
self.total))

if __name__ == "__main__":
    player1 = Player("John")
    player2 = Player("Jake")

    player1.get_dice()
    player2.get_dice()
```

This way your test cases will only run if your code is explicitly ran (ie python class.py)