

Welcome to Creative Coding Club!

Chris Hurley 2022-09-20

About me

I'm Chris Hurley.

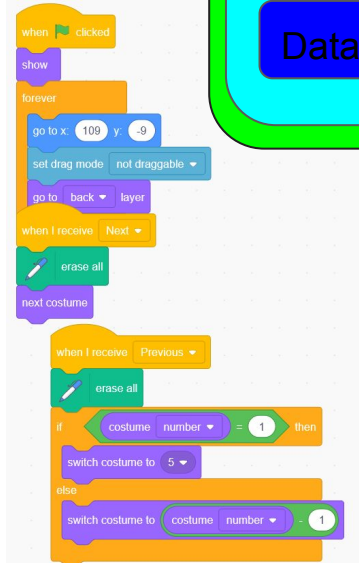
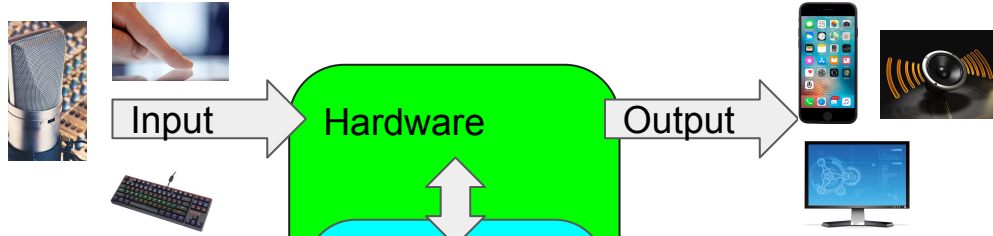
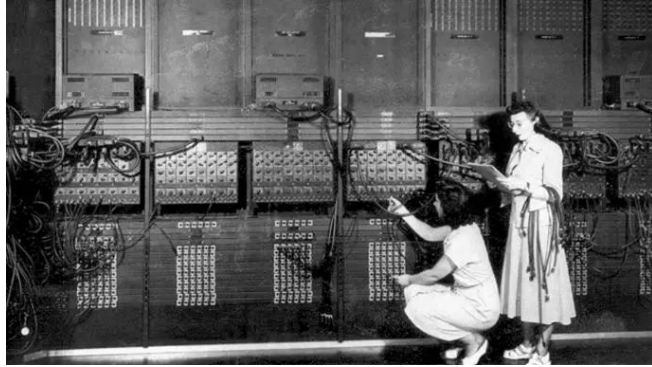
Graduated UC Davis in 2009 with a degree in Computer Engineering.

Love to code and play with technology. Also coach sports, play board games.

Work as a Software Engineer at Solidigm writing code to store information better.



What is code??



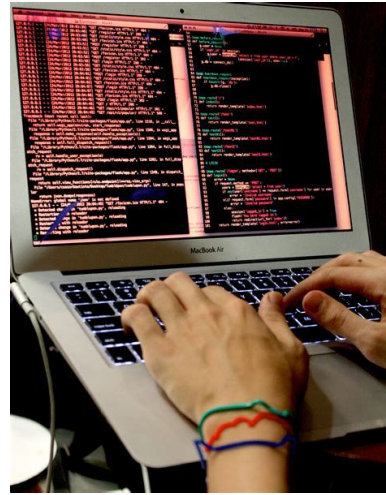
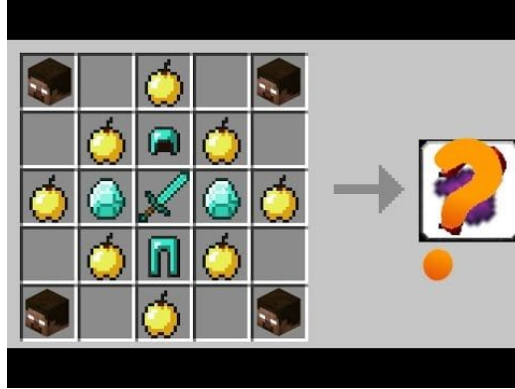
```
6 class Setutil:
7     @classmethod
8     def __init__(cls):
9         cls.set_jsons = {'M12': 'M12.json'}
10        cls.sets = {}
11        for set_code, file_name in cls.set_jsons.items():
12            json_file_path = os.path.join(os.path.dirname(__file__),
13                                          'set_data', file_name)
14            with open(json_file_path) as json_file:
15                cls.sets[set_code] = json.load(json_file)
16
17    @classmethod
18    def generate_booster(cls, set_code):
19        cards = []
20        rarity_counts = collections.Counter()
21        # print(str(cls.sets.keys()))
22        for booster_slot in cls.sets[set_code]['booster']:
23            # print('booster_slot='+str(booster_slot))
24            if isinstance(booster_slot, basestring): #it is a rarity name
25                if (booster_slot == 'mythic' or booster_slot == 'rare'
26                    or booster_slot == 'uncommon' or booster_slot == 'common'):
27                    rarity_counts[booster_slot] += 1
28            else: #it is a list of rarities like rare or mythic rare
29                #TODO: fix mythic/rare selection
30                for i in range(8):
31                    booster_slot.append('rare')
32                rarity_counts[random.choice(booster_slot)] += 1
```

What are we going to do?

Play with code.

Create stuff.

Have fun!



Ground Rules

DO

- Have fun
- Be creative
- Be open minded
- Help others
- Use web sites related to coding: code.org, scratch.mit.edu, prodigygame.com, codeclub.org, raspberrypi.org
 - If the web site is not on this list, ask!
- Use headphones when playing sounds.

DO NOT

- Make anything offensive to others
- Use non-coding related web sites. (You can go to the library for that)
- Be loud or disruptive to others