

Welcome to Coding!

Chris Hurley 2021-10-07

About me

I'm Chris Hurley.

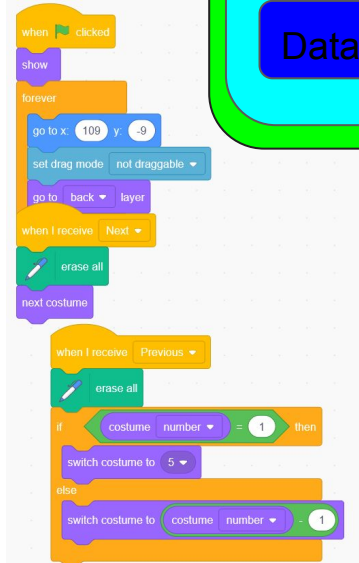
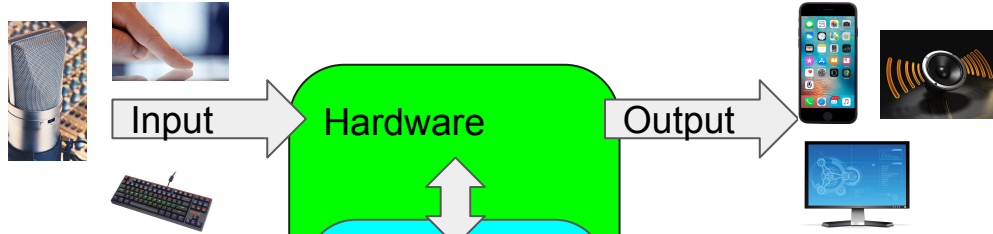
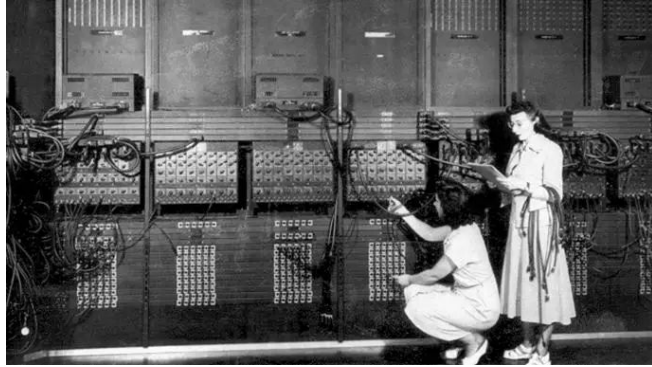
Graduated UC Davis in 2009 with a degree in Computer Engineering.

Love to code and play with technology. Also coach tee-ball, play board/video/rhythm games.

Work as a Software Engineer at Intel.



What is code??



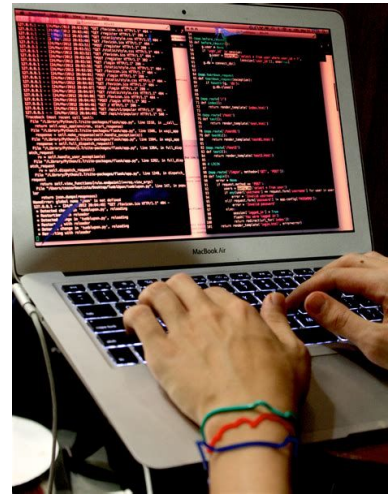
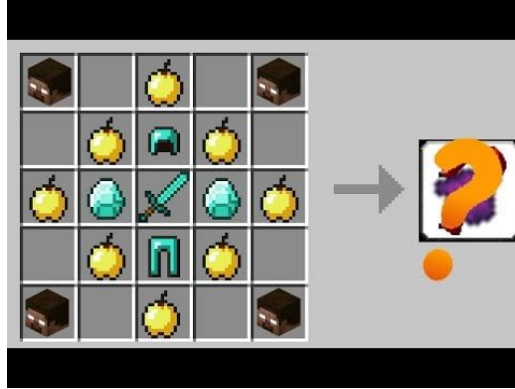
```
6 class Setutil:
7     @classmethod
8     def __init__(cls):
9         cls.set_jsons = {'M12': 'M12.json'}
10        cls.sets = {}
11        for set_code, file_name in cls.set_jsons.items():
12            json_file_path = os.path.join(os.path.dirname(__file__),
13                                           '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!



Today

Hour of code activity:

1. Find one partner or go it alone.
2. Go to: code.org > click “Do an hour of code” or <https://code.org/hourofcode/overview>
3. Choose “Dance Party” or “Minecraft”