

## Errata for *Invent Your Own Computer Games with Python*, 4<sup>th</sup> edition (updated to 8<sup>th</sup> printing)

**Page 7:** The code example that reads:

```
>>> spam = 15
>>> spam = spam + 5
20
```

should now read:

```
>>> spam = 15
>>> spam = spam + 5
>>> spam
20
```

**Page 13:** In the second paragraph under the “Writing Programs in IDLE’s File Editor” section, the sentence:

Then select **New Window** if you are using Windows or **New File** if you are using OS X.

should now read:

Then select **New File**.

**Page 16:** In the first paragraph under the “Running Your Program” section, the sentence:

Click **File ▶ Run Module**.

should now read:

Click **Run ▶ Run Module**.

**Page 23:** Line 12 which reads:

```
for i in range(6):
```

should now read:

```
for guessesTaken in range(6):
```

and line 27 which reads:

```
guessesTaken = str(guessesTaken)
```

should now read:

```
guessesTaken = str(guessesTaken + 1)
```

**Page 26:** Line 12 which reads:

```
for i in range(6):
```

should now read:

```
for guessesTaken in range(6):
```

**Page 27:** Line 12 in Figure 3-1 which reads:

```
for i in range(6):
```

should now read:

```
for guessesTaken in range(6):
```

**Page 28:** Line 12 which reads:

```
for i in range(6):
```

should now read:

```
guessesTaken in range(6):
```

**Page 29:** Line 12 in Figure 3-2 which reads:

```
for i in range(6):
```

should now read:

```
guessesTaken in range(6):
```

**Page 35:** Line 27 which reads:

```
guessesTaken = str(guessesTaken)
```

should now read:

```
guessesTaken = str(guessesTaken + 1)
```

**Page 35:** In the last paragraph under the “Checking Whether the Player Won” section, the sentence:

Line 27 calls the `str()` function, which returns the string form of `guessesTaken`.

should now read:

Line 27 calls the `str()` function, which returns the string form of `guessesTaken` plus 1 (since the range function goes from 0 to 5 instead of 1 to 6).

and in the same paragraph, the sentence:

This is why line 27 had to change `guessesTaken` to the string form.  
should now read:

This is why line 27 had to change `guessesTaken + 1` to string form.

**Page 36:** Line 12 which reads:

```
for i in range(4):
```

should now read:

```
for guessesTaken in range(4):
```

**Page 117:** Line 105 of *hangman2.py* which reads:

```
difficulty = ''
```

should now read:

```
difficulty = 'X'
```

**Page 234:** In the first sentence under “Printing Scores to the Screen,” the sentence:

The `showPoints()` function calls the `getScoreOfBoard()` function and then prints the player’s and computer’s scores:

should now read:

The `printScore()` function calls the `getScoreOfBoard()` function and then prints the player’s and computer’s scores:

**Page 236:** The last sentence on the page which reads:

After printing the board with `drawBoard()`, the program also prints the current score with a call to `showPoints()` on line 230.

should now read:

After printing the board with `drawBoard()`, the program also prints the current score with a call to `printScore()` on line 230.

**Page 263:** The sentence that reads:

We assign the `Font` object to the variable `text`.

should now read:

We assign the `Surface` object to the variable `text`.