

Timer unit: 4.27655e-07 s

Total time: 3.02697 s

File: c:\users\YourName\Lesson 1\Cherry0.py

Function: cherryo at line 8

Line #	Hits	Time	Per Hit	% Time	Line Contents
8					@profile
9					def cherryo():
10	1	5.0	5.0	0.0	spinnerChoices =
[-1, -2, -3, -4, 2, 2, 10]					
11	1	2.0	2.0	0.0	turns = 0
12	1	1.0	1.0	0.0	totalTurns = 0
13	1	1.0	1.0	0.0	cherriesOnTree =
10					
14	1	1.0	1.0	0.0	games = 0
15					
16	10002	36775.0	3.7	0.5	while games <
10001:					
17					# Take a turn
as long as you have more than 0 cherries					
18	10001	25568.0	2.6	0.4	
cherriesOnTree = 10					
19	10001	27091.0	2.7	0.4	turns = 0
20	168060	464529.0	2.8	6.6	while
cherriesOnTree > 0:					
21					
22					# Spin
the spinner					
23	158059	4153276.0	26.3	58.7	spinIndex
= random.randrange(0, 7)					
24	158059	487698.0	3.1	6.9	
spinResult = spinnerChoices[spinIndex]					
25					
26					# Print
the spin result					
27					#print
"You spun " + str(spinResult) + ".					
28					
29					# Add or
remove cherries based on the result					
30	158059	460642.0	2.9	6.5	
cherriesOnTree += spinResult					
31					
32					# Make
sure the number of cherries is between 0 and 10					
33	158059	458508.0	2.9	6.5	if
cherriesOnTree > 10:					
34	42049	112815.0	2.7	1.6	

```

cherriesOnTree = 10
35    116010    325651.0    2.8    4.6    elif
cherriesOnTree < 0:
36    5566    14506.0    2.6    0.2
cherriesOnTree = 0
37
38    # Print
the number of cherries on the tree
39    #print
"You have " + str(cherriesOnTree) + " cherries on your tree."
40
41    158059    445969.0    2.8    6.3    turns +=
1
42    # Print the
number of turns it took to win the game
43    #print "It
took you " + str(turns) + " turns to win the game."
44    10001    29417.0    2.9    0.4    games += 1
45    10001    31447.0    3.1    0.4    totalTurns +=
turns
46
47    1    443.0    443.0    0.0    print
("totalTurns "+str(float(totalTurns)/games))
48    #lastline =
raw_input(">")
49
50    # Output how long
the process took.
51    1    3723.0    3723.0    0.1    print ("--- %s
seconds ---" % (time.time() - start_time))

```