Monty Hall Game Documentation

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Contents

This Python module provides an implementation of the Monty Hall Game. Both a command line and web interface are provided.

From Wikipedia:

The Monty Hall problem is a brain teaser, in the form of a probability puzzle (Gruber, Krauss and others), loosely based on the American television game show Let's Make a Deal and named after its original host, Monty Hall. The problem was originally posed in a letter by Steve Selvin to the American Statistician in 1975 (Selvin 1975a), (Selvin 1975b). It became famous as a question from a reader's letter quoted in Marilyn vos Savant's "Ask Marilyn" column in Parade magazine in 1990 (vos Savant 1990a)

Contents:

CHAPTER 1

Installation

Install the game with

```
pip install -r requirements.txt
pip install .
```

CHAPTER 2

Starting the game

Start a command line version of the game with

```
play_monty_hall_cli.py
```

Start a web version of the game with

```
play_monty_hall_web.py
```

CHAPTER 3

Indices and tables

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