### Comp sci 101

**Clever Hangman, Problem Solving**

<table>
<thead>
<tr>
<th>Group/Template</th>
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<tbody>
<tr>
<td>_ a _ _ _ _ _ _</td>
<td>587</td>
</tr>
<tr>
<td>_ a _ a _ _ _ _</td>
<td>63</td>
</tr>
<tr>
<td>_ _ a _ _ _ _ _</td>
<td>498</td>
</tr>
<tr>
<td>_ _ _ a _ _ _ _</td>
<td>406</td>
</tr>
<tr>
<td>_ _ _ _ _ _ _ _</td>
<td>3,475</td>
</tr>
</tbody>
</table>

Susan Rodger  
November 8, 2022
R is for ... 

- Random
  - `.choice`, `.shuffle`, `.seed`, `.randint`
- R
  - Programming language of choice in stats
- Refactoring
  - A way to rename your variable, function name
Esther Brown

- Harvard MS Data Sci
- Starting PhD in CS at Harvard!
- At Duke, as Senior did I.S. creating five Apps
  - Covid tracker
  - Movie App
Announcements

• APT 5 due Thursday!
• Assignment 5 due Thursday, Nov 17
• No lab this Friday
• Reading and Sakai Quizzes due Thursday
• APT Quiz 2 Thursday noon through 11pm Monday
PFTD

• Clever Guess Word
  • Focus on the dictionary

• Problem solving with lists, sets and dictionaries

• APT Quiz 2

• Next time: More on Sorting
APT Quiz 2 Nov 10-14

• Opens 11/10 Noon
• Closes at 11pm 11/14 – must finish all by this time
• There are two parts based on APTs 1-5
  • Each part has two APT problems
  • Each part is 3 hours – more if you get accommodations
  • Each part starts in Sakai under tests and quizzes
  • Sakai is a starting point with countdown timer that sends you to a new apt page just for each part
  • Could do each part on different day or same days
• Old APT Quiz so you can practice (not for credit) – on APT Page
APT Quiz 2

• Is your own work!
  • No collaboration with others!
  • Use your notes, lecture notes, your code, textbook
  • DO NOT search for answers!
  • Do not talk to others about the quiz until grades are posted

• Post private questions on Ed Discussion
  • We are not on between 9pm and 9am!
  • We are not on all the time, especially weekends
  • Will try to answer questions between 9am – 9pm
    • About typos, cannot help you in solving APTs

• See 101 APT page for tips on debugging APTs
APT Quiz

Start the APT quiz on Sakai under quizzes, but not until you are ready to take the quiz.

APTts

See below for hints on what to do if your APT doesn’t run.

For each problem in an APT set, complete these steps by the due date

- first click on the APT set below to go to the APT page.
- write the code, upload the file and click the Submit link
- check your grade on the grade code page by clicking on check submissions

In solving APTs, your program should work for all cases, not just the test cases we provide. We may test your program on additional data.

<table>
<thead>
<tr>
<th>APT</th>
<th>Due Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>APT-1</td>
<td>Sept. 15</td>
</tr>
<tr>
<td>APT-2</td>
<td>Sept. 29</td>
</tr>
<tr>
<td>APT-3</td>
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</tr>
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<td>PRACTICE FOR APT QUIZ 1</td>
<td>PRACTICE ONLY</td>
</tr>
</tbody>
</table>

We may do some APTs partially in class or lab, but you still have to do them and submit them. There will usually be extra apt listed. You can do more than required to challenge yourself. We do notice if you do more APTs than those required. If you do extra APTs, they still have to be turned in on the due date.

Regrades

If you have concerns about an item that was graded (lab, apt or assignment), you have one week after the grade is posted to fill out the regrade form here.

Problems Running an APT? Some Tips!
APT Quiz

Start the APT quiz on Sakai under quizzes, but not until you are ready to take the quiz.

APT Quiz Info

See below for hints on what to do if your APT doesn’t run.

For each problem in an APT set, complete these steps by the due date:

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Problems Running an APT? Some Tips!

Stuck! Use 7 steps!
Assignment 5 - How to play Guess Word Cleverly

• Make it hard for the player to win!

• One way: Try hard words to guess?
  • "jazziest", "joking", "bowwowing"

• Another Way: Keep changing the word, sortof
Clever GuessWord

• **Current GuessWord:** Pick random secret word
  • User starts guessing

• **Can you change secret word?**
  • Yes, but must have letters in same place you have told user
    • Change consistent with all guesses
  • Make the user work harder to guess!
Programming A Clever Game

• Instead of guessing a word, you're guessing a group, category, or equivalence class of words
  Ex: _ _ _ _ _ and user guesses 'a'

• ["asked", "adult", "aided", … "axiom"]
  • 209 words 'a' as first letter and the only 'a'

• ["baked", "cacti", "false", … "walls"]
  • 665 words 'a' as second letter and the only 'a'

• ["beets", "humor", … "spoof"]
  • 2,431 words with no 'a'

• What should our secret word be? "asked", "baked" or "beets"?
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• ["beets", "humor", … "spoof"]
  • 2,431 words with no 'a'

• What should our secret word be? "asked", "baked" or "beets"?
  Tell user there is no ‘a’
Sometimes there will be letters

• The letter “u” has been guessed and is the 2nd letter
  Ex: __ u __ __ __ and user guesses ‘r’

• ["ruddy", "rummy", "rungs", … "rusty"]
  • 5 words start with “ru” and no other “r” or “u”

• ["burch", "burly", "burns", … "turns"]
  • 17 words only ‘u’ as second letter and only ‘r’ third letter

• ["bucks", "bucky", … "tufts"]
  • 98 words with only “u” second letter and no ‘r’

• What should our secret word be? "ruddy", "burch" or "bucks“?
Sometimes there will be letters

- The letter “u” has been guessed and is the 2nd letter
  Ex: _ u _ _ _ _ and user guesses ‘r’

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  - 98 words with only “u” second letter and no ‘r’

- What should our secret word be? "ruddy", "burch" or "bucks“?

Tell user there is no ‘r’
More Details on Game

• Current secret 8-letter word at random is *catalyst*
  • User guesses 'a', what should computer do?
  • Print _ a _ a _ _ _ _ and continue?

• Look at all groups of words and decide on a new word that is more likely to stump player
• Why “designed” better choice than “tradeoff”?

• 3,475 words with no ‘a’, 498 with ‘a’
More Details on Game

• Current secret 8-letter word at random is *catalyst*
  • User guesses 'a', what should computer do?
  • Print \_ a \_ a \_ \_ \_ \_ \_ \_ \_ \_ and continue?

11/8/22 Compsci 101, Fall 2022

No!
Try to change the word!
Best choice may be to tell the user there is no ‘a’
More Details on Game

• Current secret 8-letter word at random is *catalyst*
  • User guesses 'a', what should computer do?
  • Print `_ a _ a _ _ _ _ _ _` and continue?

• Look at all groups of words and decide on a new word that is more likely to stump player
  • Why “*designed*” better choice than “*tradeoff*”?
  • 3,475 words with no 'a', 498 with 'a' 3rd letter

Pick category with largest number of words!
Creating Groups/Categories

- For each of 7,070 words (8 letters), given word and ‘a’, find its group, represented by a template
- Use dictionary
  - Template is KEY, the VALUE is a list of matching words
- Choose biggest list
- Repeat
- # words smaller over time

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</table>
Changes to Regular GuessWord

- List of words from which secret word chosen
  - Initially this is all words of specified length
    - User will specify the length of the word to guess
  - After each guess, word list is a new subset
- Keep some functions, modify some, write new ones
- Changes go in another function to minimize changes to working program
  - Minimizing changes helps minimize introducing bugs into a working program
Play a game

- _______
- Secret word is: _flamer_
- User guesses: _a_
- Possible words: _6166_

| _______ | : | 3441 |
| ______a | : | 80  |
| ______a_ | : | 233 |
| _____a_ | : | 316 |
| ___a_a | : | 11  |
| ___a___ | : | 549 |
| ___a_a | : | 19  |
| ___a_a_ | : | 10  |
| __aa__ | : | 1   |
| __a____ | : | 962 |
| ___a_a | : | 39  |
| ______ | : | 57  |
| ____a_ | : | 40  |
| ___a_ | : | 12  |
| __a_a_a | : | 3   |
| __a_aa | : | 273 |
| __a__a | : | 21  |
| a____a | : | 30  |
| a___a_ | : | 32  |
| a___a | : | 3   |
| a____ | : | 26  |
| a_a___ | : | 7   |
| aa____ | : | 1   |
Play a game

- _______
- Secret word is: **flamer**
- User guesses:
  - a
- Possible words:
  - 6166

You build a dictionary for all the possible places an a can be in a word

Keys in dictionary

23 keys
Play a game

• _______
• Secret word is:  
  • flamer
• User guesses:  
  • a
• Possible words:  
  • 6166

Each value in dictionary is a list of words

These are the length of each value/list
Consider “_ _ _ a _ a” : 11

• Means “_ _ _ a _ a” is key in dictionary
• The value is a list of 11 words
  • have “a’ in 4th and 6th position

“_ _ _ a _ a”

Consider “_ _ _ a _ _ a” : 11

• Means “_ _ _ a _ _ a” is key in dictionary
• The value is a list of 11 words
  • have “a’ in 4th and 6th position

“_ _ _ a _ _ a”

[value in dictionary]
[key in dictionary]
Play a game

• 

• Secret word is:
  • flamer

• User guesses:
  • a

• Possible words:
  • 6166

• Tell user: NO ‘a’

Pick new secret word, any letter without ‘a’
Play a game

- _______
- Secret word is:
  - flamer
- User guesses:
  - a
- Possible words:
  - 6166
- Tell user: NO ‘a’

This list of words becomes the "possible words" list.
That list is smaller, has 3441 words

Pick new secret word, any letter without ‘a’

List of words has no a's
Play a game

• _______

• Secret word is:
  • mounds

• User guesses:
  • o

• Possible words:
  • 3441
Play a game

- _______
- Secret word is:
  - mounds
- User guesses:
  - o
- Possible words:
  - 3441

Note: None of these lists have the letter ‘a’ in them. We removed all words that have ‘a’ from our list of words.
Play a game

- _______
- Secret word is:
  - mounds
- User guesses:
  - o
- Possible words:
  - 3441
- Tell user no ‘o’

<table>
<thead>
<tr>
<th>^</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>___</td>
<td>23</td>
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<tr>
<td>___</td>
<td>147</td>
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<td>___</td>
<td>60</td>
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<td>___</td>
<td>3</td>
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<tr>
<td>___</td>
<td>8</td>
</tr>
<tr>
<td>___</td>
<td>1</td>
</tr>
</tbody>
</table>

Largest category

Pick new secret word, any letter without ‘o’
Play a game

• _______

• Secret word is:
  • burkes

• User guesses:
  • u

• Possible words:
  • 2105

<table>
<thead>
<tr>
<th>Possible Word</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>____________</td>
<td>1441</td>
</tr>
<tr>
<td>______u</td>
<td>2</td>
</tr>
<tr>
<td>____<em>u</em></td>
<td>36</td>
</tr>
<tr>
<td>_<em><strong>u</strong></em></td>
<td>84</td>
</tr>
<tr>
<td>___u_u</td>
<td>1</td>
</tr>
<tr>
<td><em><strong>u</strong></em></td>
<td>107</td>
</tr>
<tr>
<td><strong>u</strong>___</td>
<td>362</td>
</tr>
<tr>
<td><em>u</em>_____</td>
<td>13</td>
</tr>
<tr>
<td><em>u___u</em>__</td>
<td>11</td>
</tr>
<tr>
<td><em>u__u</em>__</td>
<td>37</td>
</tr>
<tr>
<td>u________</td>
<td>5</td>
</tr>
<tr>
<td>u_____u____</td>
<td>5</td>
</tr>
<tr>
<td>u____u____</td>
<td>5</td>
</tr>
<tr>
<td>u_u____</td>
<td>1</td>
</tr>
</tbody>
</table>
Play a game

• ________
• Secret word is:
  • burkes
• User guesses:
  • u
• Possible words:
  • 2105
• Tell user no ‘u’

Largest category

| ______ | : 1441 |
| ______ u | : 2 |
| _______u_ | : 36 |
| _______u__ | : 84 |
| _______u_u | : 1 |
| _______u_u_ | : 107 |
| _______u___ | : 362 |
| _______u___ | : 13 |
| _______u_u_ | : 11 |
| _______u_u__ | : 37 |
| _______u___ | : 5 |
| _______u___ | : 5 |
| _______u__ | : 1 |
Play a game

- ________
- Secret word is:
  - wilted
- User guesses:
  - i
- Possible words:
  - 1441
Play a game

* _______
* Secret word is:
  * wilted
* User guesses:
  * i
* Possible words:
  * 1441
* Tell user no ‘i’

Largest category

Pick new secret word, any letter without ‘i’
Play a game

• _______
• Secret word is:
  • served
• User guesses:
  • e
• Possible words:
  • 503
Play a game

• _______
• Secret word is:
  • served
• User guesses:
  • e
• Possible words:
  • 503
• Tell user ‘e’ in these two places

Largest category

Pick new secret word with ‘e’ in 2\textsuperscript{nd} and 5\textsuperscript{th} positions
Play a game

• __ e __ e __
• Secret word is:
  • tested
• User guesses:
  • s
• Possible words:
  • 160
Play a game

- _e__e_
- Secret word is: tested
- User guesses: s
- Possible words: 160
- Tell user no ‘s’

Largest category

<table>
<thead>
<tr>
<th>Secret Word</th>
<th>Frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>e__e__</td>
<td>100</td>
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<td>e__es</td>
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<tr>
<td>e__se</td>
<td>11</td>
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<tr>
<td>e__ses</td>
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<tr>
<td>e__es_e</td>
<td>13</td>
</tr>
<tr>
<td>e__esse</td>
<td>5</td>
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<td>e__esses</td>
<td>1</td>
</tr>
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<td>se__e__</td>
<td>7</td>
</tr>
<tr>
<td>se__es</td>
<td>2</td>
</tr>
<tr>
<td>se__es_e</td>
<td>1</td>
</tr>
<tr>
<td>se__es_es</td>
<td>1</td>
</tr>
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</table>
Play a game

• _ e _ _ e _
• Secret word is:
  • kepler
• User guesses:
  • r
• Possible words:
  • 100
Play a game

•  _e__ e_  
•  Secret word is:  
  •  kepler  
•  User guesses:  
  •  r  
•  Possible words:  
  • 100  
•  Tell user no ‘r’

Largest category

<table>
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<td><em>e__e</em></td>
<td>45</td>
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<tr>
<td>_e__er</td>
<td>32</td>
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<tr>
<td><em>e_re</em></td>
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<td>3</td>
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<td>re__re</td>
<td>1</td>
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Pick new secret word with no ‘r’ in it
Play a game

• _ e _ _ e _
• Secret word is:
  • wedded
• User guesses:
  • d
• Possible words:
  • 45
Play a game

• _ e _ _ e _
• Secret word is:
  • wedded
• User guesses:
  • d
• Possible words:
  • 45
• Tell user last letter is ‘d’

Largest category

Pick new secret word with ‘d’ as last letter
Play a game

• _e__e_d
• Secret word is:
  • belted
• User guesses:
  • |
• Possible words:
  • 20

_e__ed : 10
_el_ed : 4
_elled : 5
le__ed : 1
Play a game

- **_ e _ _ e d**
- Secret word is:
  - **belted**
- User guesses:
  - l
- Possible words:
  - 20
  - **Tell user no ‘l’**

Pick new secret word with no ‘l’ in it

Largest category

<table>
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Play a game

• _e__e_d
• Secret word is:
  • vented
• User guesses:
  • t
• Possible words:
  • 4

_e___ed : 4
_e_ted : 1
_etted : 4
te_ted : 1
Play a game

- _ e __ e d
- Secret word is: _vented_
- User guesses: _t_
- Possible words: _4_
- Tell user no ‘t’

It is really hard to win!

That is 10 tries, Game Over!
Greedy Algorithms

• “Choosing largest group” -> *greedy algorithm*
  • Make a locally optimal decision that works in the long run
  • Choose largest group to make game last ...

• Greed as in “it chooses the best current choice every time, which results in getting the best overall result”

• Canonical example? Change with coins
  • Minimize # coins given for change: 57 cents
Making change for 57 cents

• When choose next coin, always pick biggest
• With half-dollar coins

• With quarters and no half dollars
Making change for 57 cents

- When choose next coin, always pick biggest
- With half-dollar coins

Always get minimum number of coins

- With quarters and no half dollars
When greedy doesn't work

• What if no nickels? Making change for 31 cents:
When greedy doesn't work

- What if no nickels? Making change for 31 cents:

- Can we do better? Yes!
Woto-1 Clever GuessWord
More Problem Solving with Dictionaries, Sets and lists
Movie Actors

Each list in datalist has 5 strings:
Movie, Actor, Year of movie, minutes total, minutes Actor in movie

datalist = [
    ['Saving Mr. Banks', 'Tom Hanks', '2016', '125', '65'],
    ['Saving Mr. Banks', 'Emma Thompson', '2016', '125', '84'],
    ['Enough Said', 'James Gandolfini', '2013', '93', '52'],
    ['Captain Phillips', 'Catherine Keener', '2013', '134', '22'],
    ['The Da Vinci Code', 'Tom Hanks', '2006', '149', '85'],
    ['Saving Mr. Banks', 'Colin Farrell', '2016', '125', '25'],
    ['Forrest Gump', 'Sally Field', '1994', '142', '56'],
    ['Mrs. Doubtfire', 'Robin Williams', '1993', '125', '94'],
    ['Captain Phillips', 'Tom Hanks', '2013', '134', '110'],
    ['Enough Said', 'Catherine Keener', '2013', '93', '21'],
    ['The Da Vinci Code', 'Ian McKellen', '2006', '149', '60'],
    ['Hello, My Name is Doris', 'Sally Field', '2015', '95', '84'],
    ['Alone in Berlin', 'Emma Thompson', '2016', '103', '70'],
    ['Forrest Gump', 'Tom Hanks', '1994', '142', '110'],
    ['Mrs. Doubtfire', 'Sally Field', '1993', '125', '45'] ]
[‘Saving Mr. Banks’, ‘Tom Hanks’, ’2016’, ’125’, ’65’],

• For example in first list:
  • Movie is 'Saving Mr. Banks'
  • Actor is "Tom Hanks"
  • The movie was released in 2016
  • The movie is 125 minutes long
  • Tom Hanks is on screen for 65 minutes
• Write
  • def actors(datalist) – returns a sorted unique list of actors
  • def actorsNotIn(datalist, actorlist)
    • Actorlist is a list of favorite actors
    • Returns a sorted unique list of actors that are in actorlist but not in datalist
    • If favorite is ["Emma Watson", "Daniel Radcliffe", "Ralph Fiennes", "Tom Hanks"] then actorsNotIn returns:
      ['Daniel Radcliffe', 'Ralph Fiennes', 'Emma Watson']
Woto-2 Actors Not In
Code for actors

```python
def actors(datalist):
    result = set()
    for item in datalist:
        result.add(item[1])
    return sorted(list(result))
```

Or just

```python
return sorted(result)
```

item is a list of five things

Or just return sorted(result)

list comprehension

```python
def actors(datalist):
    return sorted(set([item[1] for item in datalist]))
```
Code for actorsNotIn

```python
def actorsNotIn(datalist, actorlist):
    result = set(actors(datalist))
    actorset = set(actorlist)
    diff = actorset - result
    return sorted(diff)
```

- Call function actors
- Put both lists in sets
- Set operation difference
Write

• `def dictActorsToMovies(datalist)` – returns a dictionary of each actor mapped to a list of tuples, each tuple is a movie and the minutes they were in that movie

• `def actorMostMinutes(datalist)`
  • Returns the actor from datalist, that was in movies the most minutes, if a tie, return any one of the tie
Woto-3 dictActorsToMovies
def dictActorsToMovies(datalist):
    d = {}
    for item in datalist:
        if item[1] not in d:
            d[item[1]] = [(item[0],item[4])]
        else:
            d[item[1]].append((item[0],item[4]))
    return d
actorMostMinutes

def actorMostMinutes(datalist):
    d = dictActorsToMovies(datalist)
    totaltime = 0
    totalactor = ""
    for (key, value) in d.items():
        time = sum([int(t[1]) for t in value])
        if time > totaltime:
            totaltime = time
            totalactor = key
    return totalactor