Compsci 101
Problem Solving

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P is for …

• Python
  • Whatever you want it to be? Language!!!
• Parameter
  • When an argument becomes a variable
• Power Cycle
  • Not the last resort. But works
• P2P
  • From networking to collaboration

The Tech Twins

• Troy and Travis Nunnally
• Between them: 2 master’s and 1 doctorate from Georgia Tech
• Cofounders of Brain Rain Solutions
  • Augmented-reality
  • Internet-of-things
• Applied machine learning

Troy: “My advice would be to stay consistent. Always think persistently and consistently about learning a particular craft.”

Travis: “I think that you have to be passionate and find something that you simply love and enjoy. Not only find that thing — but actually be a lifelong learner around that.”

Announcements

• Assign 4 GuessWord due Thursday, Nov 3
  • Sakai Assignment Quiz due TUESDAY, Nov 1
• APT-5 and Assign 5 out, Nov 1 or 2
  • Will talk about next Thursday
• Lab 7 Friday
  • Do prelab 7 before going to lab
• Prof Rodger moving Thur office hours to 5-6pm permanently!
• Exam 2 on Tuesday, Nov 1
  • See slides from last time
  • Review materials on Nov 1 date on course calendar
Problem Solving – What to use

• Do you need to loop over anything?
  • Do you need the index of the item?
• Do you need to make a decision?
• Do you need unique elements?
• Are you working with two groups of things?
  • Are they parallel lists?
  • Are you comparing elements in some way with two groups of elements

Now let's look at an APT from APT-5
Sandwich Bar

APT: SandwichBar Search

Problem Statement

It's time to get something to eat and I've come across a sandwich bar. Like most people, I prefer certain types of sandwiches. In fact, I keep a list of the types of sandwiches I like. The sandwich bar has certain ingredients available. I will list the types of sandwiches I like in order of preference and buy the first sandwich the bar can make for me. In order for the bar to make a sandwich for me, it must include all of the ingredients I desire.

Available ingredients = [ "cheese", "cheese", "cheese", "tomato" ]

Orders = [ "ham ham ham", "water", "pork", "bread", "cheese tomato cheese", "beef" ]

Given available, a list of strings/ingredients the sandwich bar can use, and orders, a list of strings that represent the types of sandwiches I like, in order of preference (most preferred first), return the 0-based index of the sandwich I will buy. Each element of orders represents one type of sandwich I like as a space-separated list of ingredients in the sandwich. If the bar can make no sandwiches I like, return -1.

WOTO-1 SandwichBar

Possible Exam Question
PROBLEM 3:  (Wins and Losses )

Consider the following data file of information on club basketball teams. Each line in the file represents two teams playing each other and their scores. The format of each line in the file is team1, followed by a hyphen, followed by the number of points team1 made, followed by a colon, followed by team2, followed by a hyphen, and followed by the number of points team2 made. The first team on each line is the home team, where the game was played.

An example of the data file is shown below. For example, in the first line, duke was the home team and duke played against unc, with duke scoring 78 points and unc scoring 76 points, so duke won the game.

duke-78:unc-76
unc-87:virginia tech-80
wake forest-73:duke-92
miami-82:unc-79
wake forest-67:miami-77
ncsu-68:unc-70
unc-80:gatech-65
ncsu-77:virginia tech-73
virginia tech-83:wake forest-79
gatech-75:ncsu-81
gatech-81:wake forest-70
duke-76:ncsu-74
virginia tech-75:miami-74

Complete the function processinfo below.

```python
def processinfo(filename):
    f = open(filename)
```

A. Write the function processinfo that has one parameter filename which represents the name of the file. This function returns a list of lists of items in which each inner list has four items and represents one line from the file. The first item is a string of team1’s name, the second item is the integer number of points team1 scored, the third item is a string of team2’s name, and the fourth item is the integer number of points team2 scored. For example, the line `data = processinfo("teamdata.txt")` where "teamdata.txt" is the file above would result in data having the value on the next page.

```python
duke-78:unc-76
unc-87:virginia tech-80
wake forest-73:duke-92
miami-82:unc-79
wake forest-67:miami-77
ncsu-68:unc-70
unc-80:gatech-65
ncsu-77:virginia tech-73
virginia tech-83:wake forest-79
gatech-75:ncsu-81
gatech-81:wake forest-70
duke-76:ncsu-74
virginia tech-75:miami-74
```

B. Write the function schoolsBeat that has two parameters, data and team, where data is the list of lists in the format from Part A, and team is a string. This function returns a list of tuples, where each tuple is information about a game that team won. Each tuple has the name of the team beat, followed by the number of points they won by:

For example, assume data is the lists of lists of four items on the previous page. The two examples below show the result of calling schoolsBeat with this filename and a team name. For example, duke beat three teams, ncsu by 2 points, unc by 2 points and wake forest by 19 points, wake forest did not beat any teams, and unc beat three teams.

```
call schoolsBeat(data,"duke") returns schoolsBeat(data,"wake forest")
schoolsBeat(data,"unc")
```

```python
def schoolsBeat(data, team):
    data = [ ['duke', 78, 'unc', 76], ['unc', 87, 'virginia tech', 80], ['wake forest', 73, 'duke', 92], ['miami', 82, 'unc', 79], ['ncsu', 68, 'unc', 70], ['unc', 80, 'gatech', 65], ['ncsu', 77, 'virginia tech', 73], ['virginia tech', 83, 'wake forest', 79], ['gatech', 75, 'ncsu', 81], ['gatech', 81, 'wake forest', 70], ['duke', 76, 'ncsu', 74], ['virginia tech', 75, 'miami', 74] ]
```
Jotto: Game similar to GuessWord

- [http://jotto.augiehill.com/single.jsp](http://jotto.augiehill.com/single.jsp)
- No letters repeat – have to agree on this
- Shall we play a game?

Write program where Computer Guesses Your Word

- You give the computer a word to guess, called `wordToGuess`
- Computer does brute force, no thinking or eliminating letters
  - It picks a word at random
  - Calculates how many letters in common with `wordToGuess`, say `x` letters
  - Only keep words with `x` letters in common
  - Repeats until guesses the word

We will build useful functions to use to build the game
WOTO-2 Approaching Implementation

• What is needed?
• What order should the code do things?

WOTO-3 More on Jotto

• What is needed?
• What order should the code do things?