### Jotto Game

#### Your Secret Jotto Word: MAPLE
#### Opponent's Secret Jotto Letters: WNGOR

<table>
<thead>
<tr>
<th>Score</th>
<th>Opponent's Test Word</th>
<th>No. of Jots</th>
<th>Your Test Word</th>
<th>No. of Jots</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>FLASK</td>
<td>2</td>
<td>WHALE</td>
<td>1</td>
</tr>
<tr>
<td>95</td>
<td>LULLS</td>
<td>1</td>
<td>SHAKE</td>
<td>0</td>
</tr>
<tr>
<td>90</td>
<td>PLOMPE</td>
<td>3</td>
<td>FLING</td>
<td>2</td>
</tr>
<tr>
<td>85</td>
<td>SLUMPS</td>
<td>3</td>
<td>SLANG</td>
<td>2</td>
</tr>
<tr>
<td>80</td>
<td>LYMPPH</td>
<td>3</td>
<td>GROAN</td>
<td>4</td>
</tr>
<tr>
<td>75</td>
<td>NYMPH</td>
<td>2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Announcements

• APT-5 due tonight! March 23
• Nothing due on Thursday this week, consulting hours shorter, get ahead on Assign 4!

• Assignment 4 Hangman due Tues. March 30
  • ASGN4 Sakai quiz – do early! Tests understanding
• APT-6 is now out, due Thurs. Apr 1

• Assign 5 is out Thursday, it builds on Assgn 4

• Lab 8 Friday, there is no prelab
Exam 2…. 

- Exam 2 – not back yet, do not discuss with anyone til we hand it back.
Exam 2 Time Preparing

- 31% less than 1 hour
- 36.4% between one and three hours
- 17.6% between three and six hours
- between six and nine hours
- between nine and twelve hours
- more than twelve hours

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Thoughts Before and After taking Exam 2

187 responses

Confident Fail

- 4 (2.1%)
- 14 (7.5%)
- 61 (32.6%)
- 90 (48.1%)
- 18 (9.6%)

187 responses

Confident 100%

- 3 (1.6%)
- 17 (9.1%)
- 38 (20.3%)
- 86 (46%)
- 43 (23%)

3/23/21

Compsci 101, Spring 2021

5

think did well
Was Exam 2 Fair?

- 49.2%: it was fair enough
- 29.9%: neutral
- 15.5%: unfair
- 1.5%: extremely unfair

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How was it taking Exam 2 online?

187 responses

- 4 (2.1%) made it more difficult
- 13 (7%) made it more difficult
- 49 (26.2%) made it easier
- 53 (28.3%) made it easier
- 68 (36.4%) made it easier
Did you have enough time for Exam 2?

187 responses

<table>
<thead>
<tr>
<th>Score</th>
<th>Not enough time</th>
<th>Plenty of time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>22 (11.8%)</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>27 (14.4%)</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>47 (25.1%)</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>56 (29.9%)</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>35 (18.7%)</td>
<td></td>
</tr>
</tbody>
</table>
PFTD

- Dictionaries cont.
  - Functions
- A little on sorting
- Jotto!
  - How to approach a large project
  - Splitting functionality
  - Putting it all together
Short Code and Long Time

- See module `WordFrequencies.py`
  - Find # times each word in a list of words occurs
  - We have tuple/pair: word and word-frequency

```python
37 def slowcount(words):
38     pairs = [(w, words.count(w)) for w in set(words)]
39     return sorted(pairs)
```

- Think: How many times is `words.count(w)` called?
  - Why is `set(words)` used in list comprehension?
WordFrequencies with Dictionary

• If start with a million words, then...
  • We look at a million words to count # "cats"
  • Then a million words to count # "dogs"
  • Could update with parallel lists, but still slow!

• Look at each word once: dictionary!

• Key idea: use word as the "key" to find occurrences, update as needed
  • Syntax similar to \texttt{counter[k] += 1}
Using fastcount

- Update count if we've seen word before
  - Otherwise it's the first time, occurs once

```python
def fastcount(words):
    d = {}
    for w in words:
        if w in d:
            d[w] += 1
        else:
            d[w] = 1
    return sorted(d.items())
```
• In your groups:
  • Come to a consensus
## Dictionary Syntax and Semantics

<table>
<thead>
<tr>
<th>Syntax/Function</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>d = {}</code></td>
<td>Initialize empty dictionary <code>d</code></td>
</tr>
<tr>
<td><code>d.keys()</code></td>
<td>Collection of keys in dictionary</td>
</tr>
<tr>
<td><code>d.values()</code></td>
<td>Collection of values</td>
</tr>
<tr>
<td><code>d[key]</code></td>
<td>Value associated with key (error if key not in <code>d</code>)</td>
</tr>
<tr>
<td><code>d.get(key,dv)</code></td>
<td>Value associated with key (<code>dv</code> if key not in <code>d</code>, <code>dv</code> is optional)</td>
</tr>
<tr>
<td><code>d.items()</code></td>
<td>Collection of (key,value) tuples in <code>d</code></td>
</tr>
</tbody>
</table>
WOTO-2 Dictionary Functions

• In your groups:
  • Come to a consensus
How to approach Hangman: Jotto

- [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

- Brute force, no thinking or eliminating letters
  - Pick a word at random, guess it
  - If x letters in common? Only keep words with x letters in common
- Repeat until guessed
WOTO-3 Approaching Implementation

• In your groups:
  • Come to a consensus

• What is needed?
• What order should the code do things?
Start with Blank Screen

1. Computer gets a list of words

2. Computer chooses a word at random

3. User/player enters # letters in common

4. Only keep words with that # in common
Iterative Programming!

• Start with a task
• Implement only that task
• Write some code to check that the code works
  • Run and debug until it works
• Repeat

"Debugging is twice as hard as writing the code in the first place. Therefore, If you write the code as cleverly as possible, you are, by definition, not smart enough to debug it.”
- Brian Kernighan (original Unix contributor)
SimpleJotto.py

• We have a file of five letter words: kwords5.txt
  • Would you like to play a game?

• Let's start! Simple version that sort of works 😊
Jotto Step 1

• Read the file kwords5.txt
  • Read the file kwords5.txt
  • Don't continue until we know this works
Jotto Step 2

• Pick a word at random
  • Pick a word at random, show the user
  • Don't continue until we know this works
Jotto Step 3

• Get number of letters in common
  • Get # letters in common, do something?
  • Don't continue until we know this works
WOTO-4 More on Jotto

• In your groups:
  • Come to a consensus

• What is needed?
• What order should the code do things?
Jotto Step 4

• Only keep words with that number in common

• Example: User enters 0, keep only words with 0 letters in common (replace 0 with 1, 2, ..., N)
  • What are the steps here?
  • What's similar?
  • What do we do to solve this?

• Helper function: commonCount
commonCount

- Given two words, return # letters in common
- Similar to SandwichBar?
  - Sandwich ingredients -> letters in a word
Finishing SimpleJotto

• When is the game over? How to signal that
  • Interaction is via # letters in common

• Add functionality: number of guesses?
  • Remind the user where they are
Writing and Testing functions

• We'd like to test the function isolated from game
  • Ensure we don't have to play to test it
  • Unit testing similar to APT tests

• Can do this in your main!
  • Remove for final submission for hand grading

• Also use the APT testing framework and Gradescope
Summary: Jotto

• Break down entire game into steps
• Recognize what steps belong where
  • Initialization: Before loop
  • Inside loop
  • Anything after loop? End of game stuff
• Code one step at a time (or one function)
  • Test if that step worked (or submit to Gradescope)