

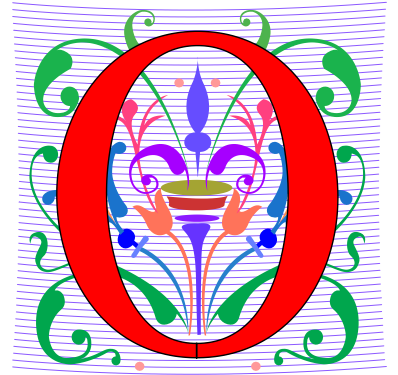
# Compsci 101

## Problem Solving

Susan Rodger  
March 9, 2023

YOUR SECRET JOTTO WORD			OPPONENT'S SECRET JOTTO LETTERS		
MAPLE			WNGOR		
JOTTO™					
SCORE	OPPONENT'S TEST WORD	NO. OF JOTS	YOUR TEST WORD	NO. OF JOTS	
100	FLASK	2	WHALE	1	
95	LULLS	1	SHAKE	0	
90	PLUMP	3	FLING	2	
85	SLUMP	3	FLUNG	2	
80	LYMPH	3	SLANG	2	
75	NYMPH	2	GROAN	4	

# O is for ...



- **Open Source**
  - Copyright meets the Creative Commons
- **Object Oriented**
  - Using classes and more in programming
- **Occam's Razor**
  - Not just compsci. Simple is good

# 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**

<https://www.wired.com/story/what-atlanta-can-teach-tech-about-cultivating-black-talent/>



**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, March 23**
  - Sakai Assignment Quiz due **TUESDAY, March 21**
- **APT-5 and Assign 5 out, March 23**
  - Will talk about next Thursday
- **No Lab Friday!**
- **APT Quiz 2 on March 30-Apr 3**

# PFTD

- **Problem Solving**
- **Jotto game**

# 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.

Given `available`, a list of Strings/ingredients the sandwich bar can use, and a `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.

### Class

```
filename: SandwichBar.py

def whichOrder(available, orders):
    """
    return zero-based index of first
    sandwich in orders, list of strings
    that can be made from ingredients
    in available, list of strings
    """

    # you write code here
```



# Sandwich Bar Example

- available = [ "cheese", "cheese", "cheese", "tomato" ]
- orders = [ "ham ham ham", "water", "pork", "bread", "cheese tomato cheese", "beef" ]

# Sandwich Bar Example

- available = [ "cheese", "cheese", "cheese", "tomato" ]
- orders = [ "ham ham ham", "water", "pork", "bread", "cheese tomato cheese", "beef" ]
- Returns 4
- Can make “cheese tomato cheese”
- Ignore any duplicates!

# WOTO-1 SandwichBar

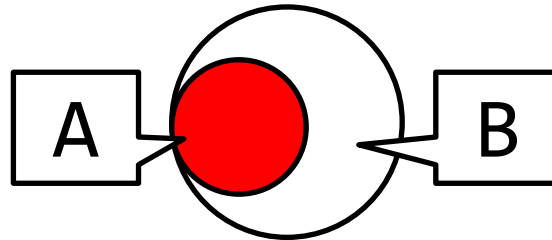
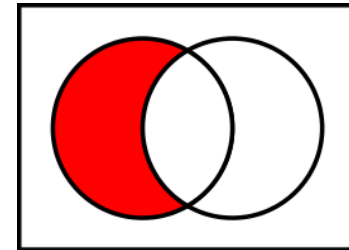
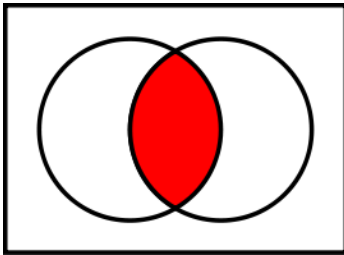
<http://bit.ly/101s23-0309-1>

# Given two lists A and B

- **Determine if all elements in A are also in B**
  - Examine each element in A
    - If not in B? False
  - After examining all elements? True
- **Think: Could we use sets instead?**

# Given two sets A and B

- Determine if all elements in A are also in B
  - `if len(A & B) == len(A)`
  - `if len(A - B) == 0`



# Jotto: Game similar to GuessWord

- <https://en.wikipedia.org/wiki/Jotto>
- <http://jotto.augiehill.com/single.jsp>
- No letters repeat – have to agree on this
- Shall we play a game?

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# 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

<http://bit.ly/101s23-0309-2>

- **What is needed?**
- **What order should the code do things?**

# SimpleJotto.py

- **We have a file of five letter words: `kwor ds5 . txt`**
  - Would you like to play a game?
- **Let's start! Simple version that sort of works 😊**

WOTO-3 Jotto Two Functions  
<http://bit.ly/101s23-0309-3>

Think about how to put the game  
together with all these pieces