

Ths is CS50

Think.

Pair.

Share.

cs50.ly/questions

```
string phrase = get_string("");
```

```
phrase = input("")
```

```
if (strcmp(phrase, "hello") == 0)
{
    printf("Hi, %s!\n", name);
}
```

```
if phrase == "hello":
    print(f"Hi {name}!")
```

```
my_list = ["Testing", 1, 2]
```

```
my_list = ["Testing", 1, 2]
```

```
my_list
```

"Testing"	1	2
-----------	---	---

```
my_list.append(3)
```

```
my_list
```

"Testing"	1	2	3
-----------	---	---	---

```
for i in [0, 1, 2]:  
    print(i)
```



```
for i in range(0, 3, 1):  
    print(i)
```

Start (inclusive)



```
for i in range(0, 3, 1):  
    print(i)
```

End (exclusive)



```
for i in range(0, 3, 1):  
    print(i)
```

Step



```
for i in range(0, 3, 1):  
    print(i)
```

phrase[i]

phrase[i]

String Predictions

Download and open [str_prediction.py](#) in [code.cs50.io](#).

At [cs50.ly/str_prediction](#), predict the outcomes for each "Round" of string manipulation in Python. Write your predictions **without** running **str_prediction.py**. Then, run **python str_prediction.py** to see what's actually happening!

Afterwards, try modifying the [range](#) function in Round 6 to print a string backwards.

```
song = {"name": "Perfect", "tempo": 95.05}
```

```
song = {"name": "Perfect", "tempo": 95.05}
```



Key



Key


```
song = {"name": "Perfect", "tempo": 95.05}
```



Value



Value

```
song = {"name": "Perfect", "tempo": 95.05}
```

song	
"name"	"Perfect"
"tempo"	95.05

song["name"]

song	
"name"	"Perfect"
"tempo"	95.05

```
song["album"] = "Divide"
```

song	
"name"	"Perfect"
"tempo"	95.05
"album"	"Divide"

```
[{name: "Perfect", tempo: 95.05},  
 {name: "Eastside", tempo: 89.391},  
 {name: "Wolves", tempo: 124.946},  
 {name: "Him & I", tempo: 87.908}]
```

```
[{name: "Perfect", tempo: 95.05},  
 {name: "Eastside", tempo: 89.391},  
 {name: "Wolves", tempo: 124.946},  
 {name: "Him & I", tempo: 87.908}]
```

```
[{name: "Perfect", tempo: 95.05},  
 {name: "Eastside", tempo: 89.391},  
 {name: "Wolves", tempo: 124.946},  
 {name: "Him & I", tempo: 87.908}]
```

2018 top 100

name,tempo

God's Plan,77.169

SAD!,75.023

rockstar (feat. 21 Savage),159.847

Psycho (feat. Ty Dolla \$ign),140.124

In My Feelings,91.03

Better Now,145.028

...


```
with open(FILENAME) as file:
```

```
with open(FILENAME) as file:  
    file_reader = csv.DictReader(file)
```

```
with open(FILENAME) as file:  
    file_reader = csv.DictReader(file)  
    for row in file_reader:
```

```
with open(FILENAME) as file:  
    file_reader = csv.DictReader(file)  
    for row in file_reader:  
        ...
```

Crafting Playlists

Download [playlist.py](#) and [2018_top100.csv](#).

Complete the TODOs in **playlist.py** so that a user can build a playlist of popular songs within a tempo range.

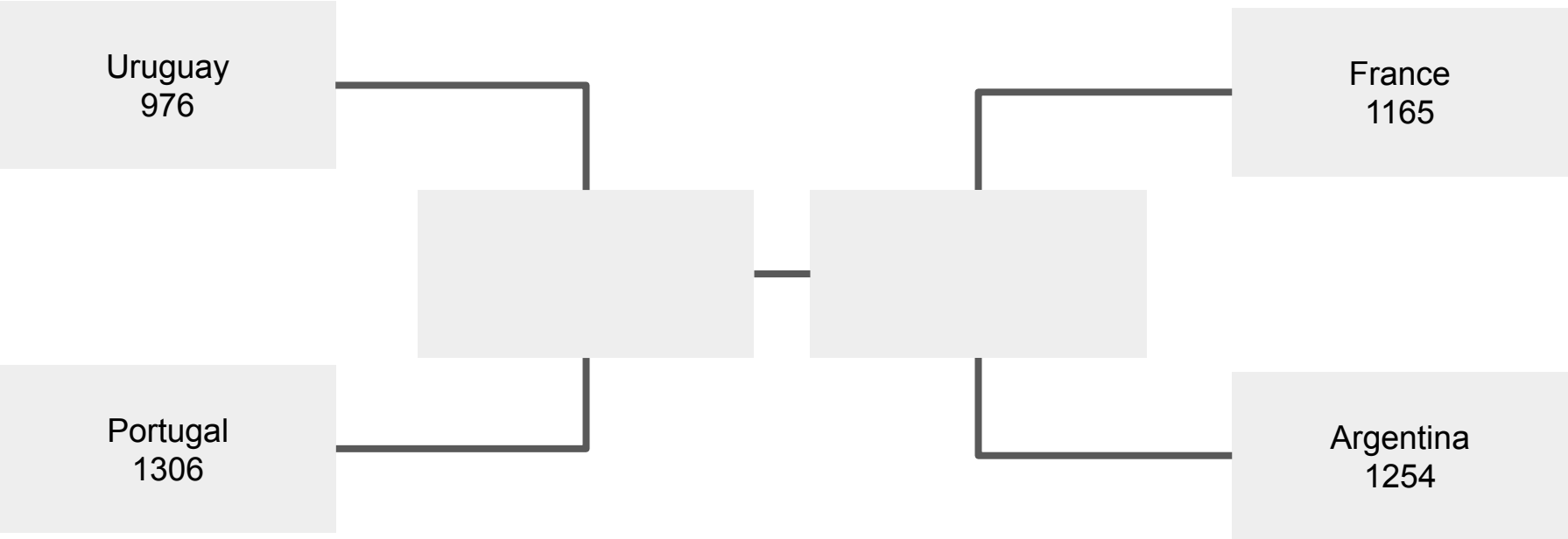
If feeling more comfortable, try allowing the user to eliminate songs with certain words or phrases in the title (e.g., "love").

Lab

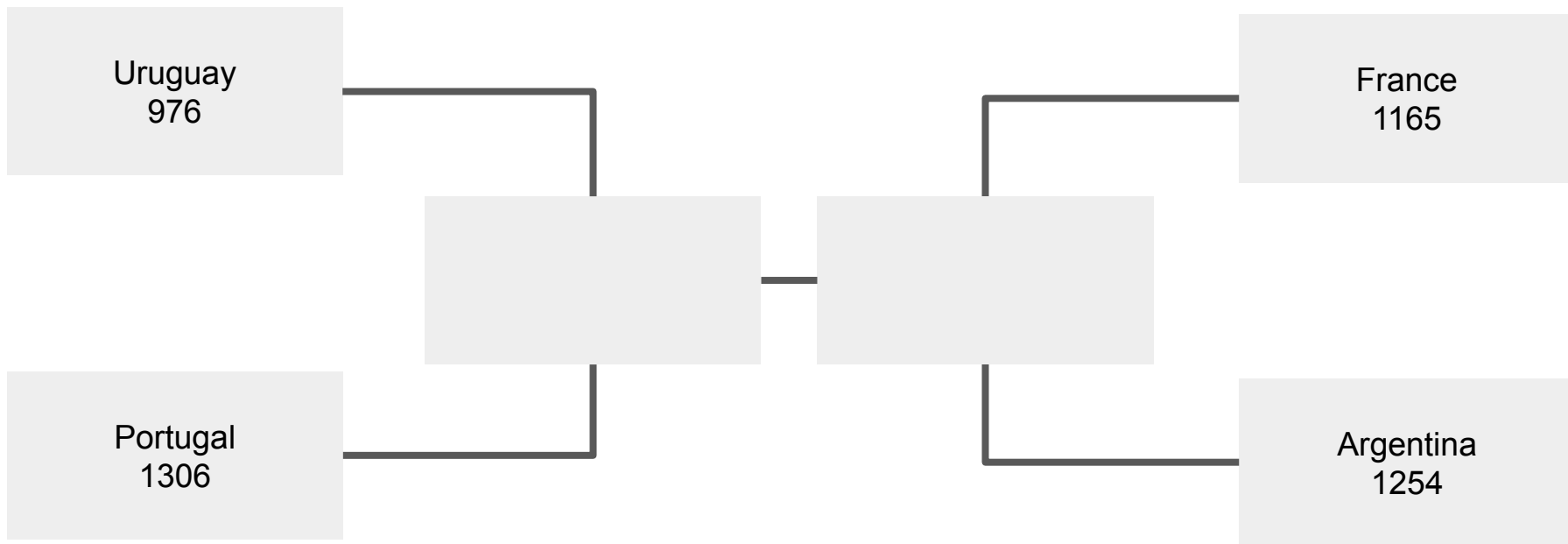
```
$ python tournament.py 2018m.csv
```

Belgium:	20.9%	chance of winning
Brazil:	20.3%	chance of winning
Portugal:	14.5%	chance of winning
Spain:	13.6%	chance of winning
Switzerland:	10.5%	chance of winning
Argentina:	6.5%	chance of winning
England:	3.7%	chance of winning
France:	3.3%	chance of winning
Denmark:	2.2%	chance of winning
Croatia:	2.0%	chance of winning
Colombia:	1.8%	chance of winning
Sweden:	0.5%	chance of winning
Uruguay:	0.1%	chance of winning
Mexico:	0.1%	chance of winning

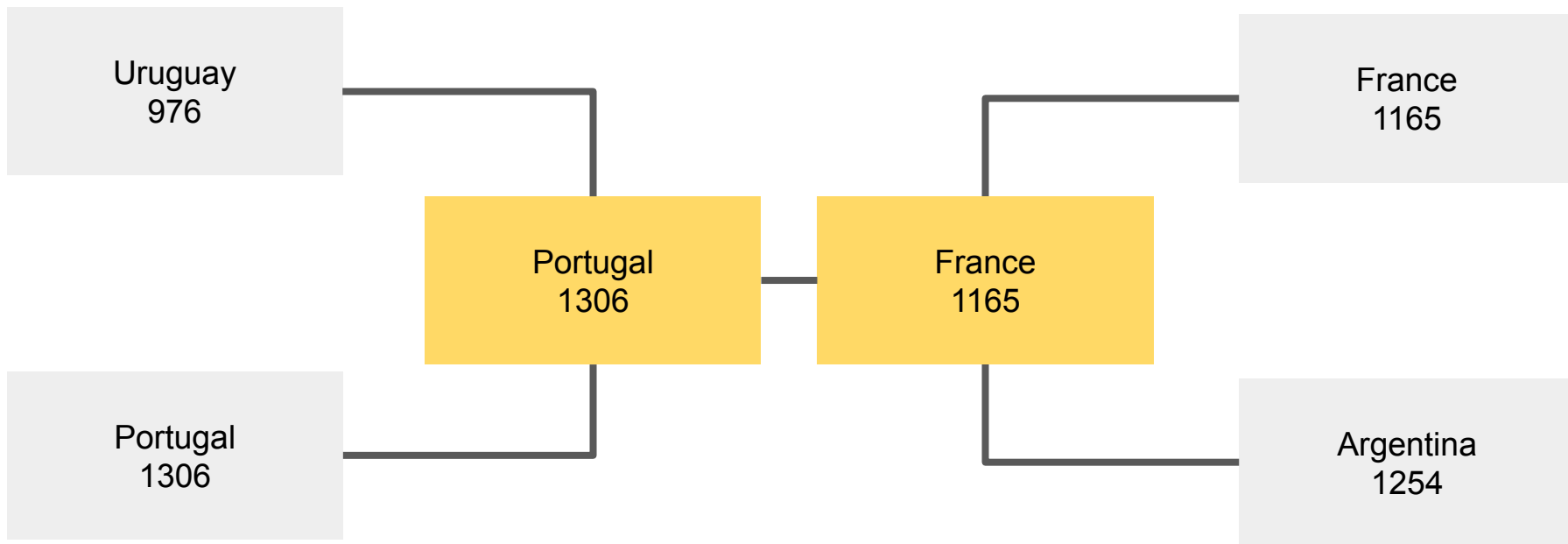
```
[{name: "Uruguay", rating: 976},  
 {name: "Portugal", rating: 1306},  
 {name: "France", rating: 1166},  
 {name: "Argentina", rating: 1254}]
```

`simulate_round(teams)`

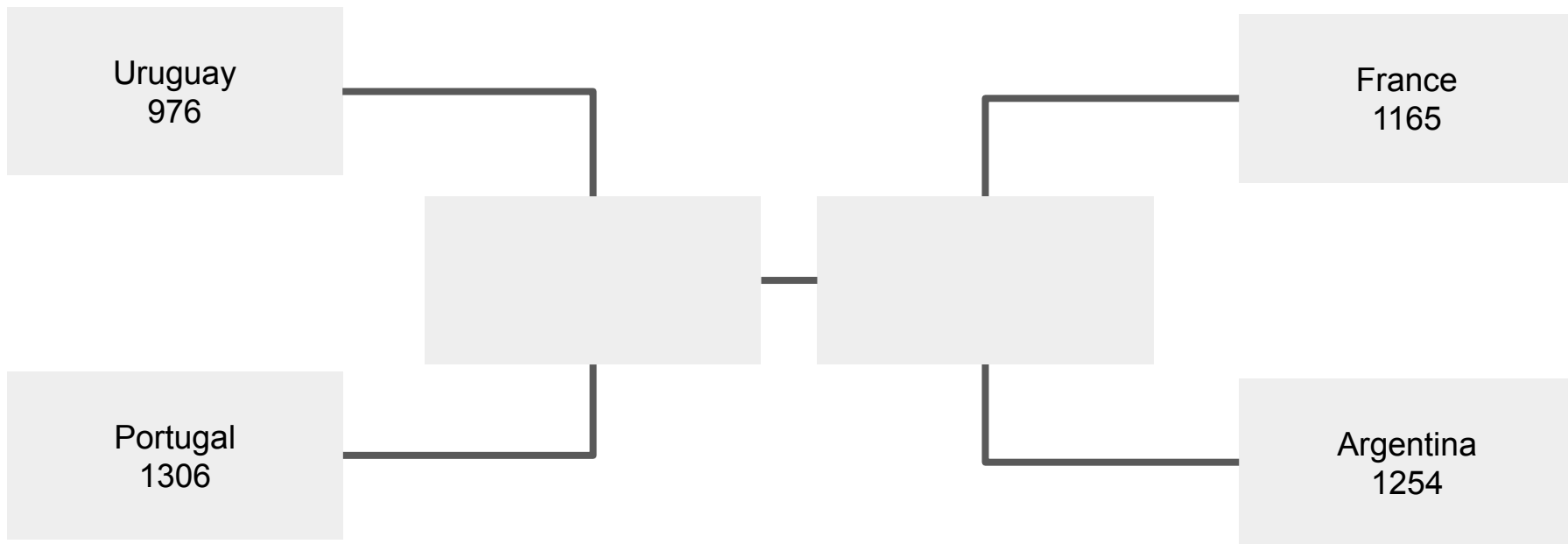


`simulate_round(teams)`

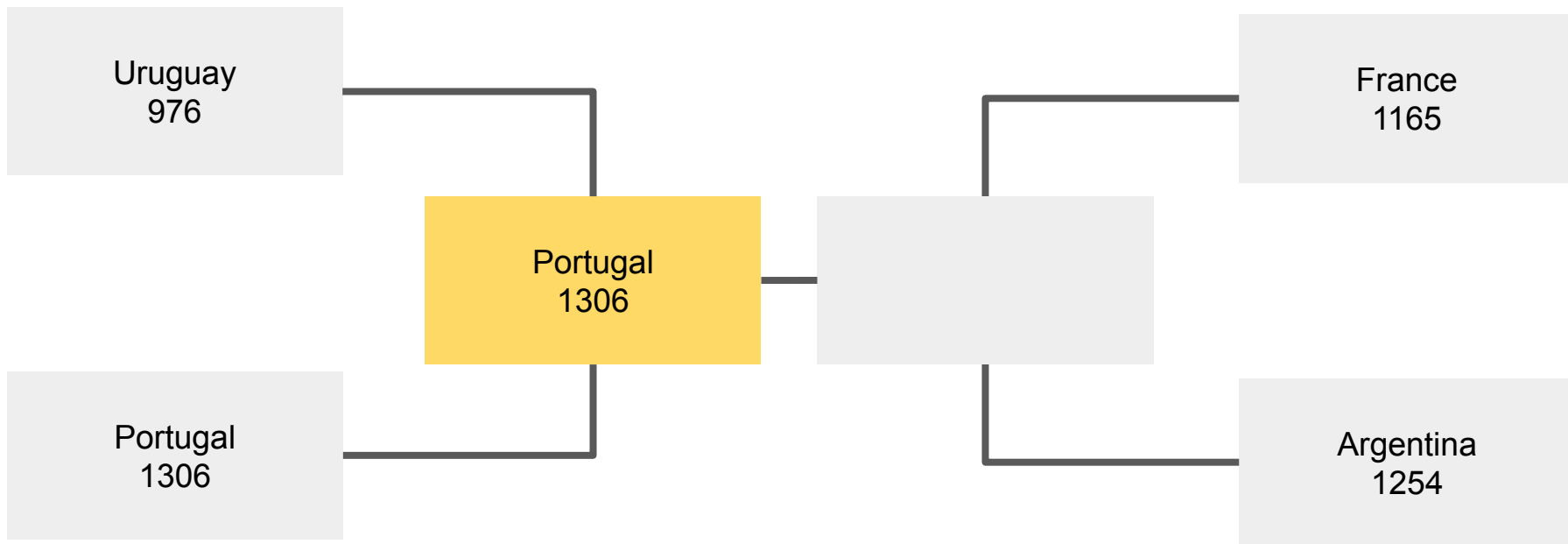


```
[{name: "Portugal", rating: 1306},  
 {name: "France", rating: 1166}]
```

```
simulate_game(team1, team2)
```

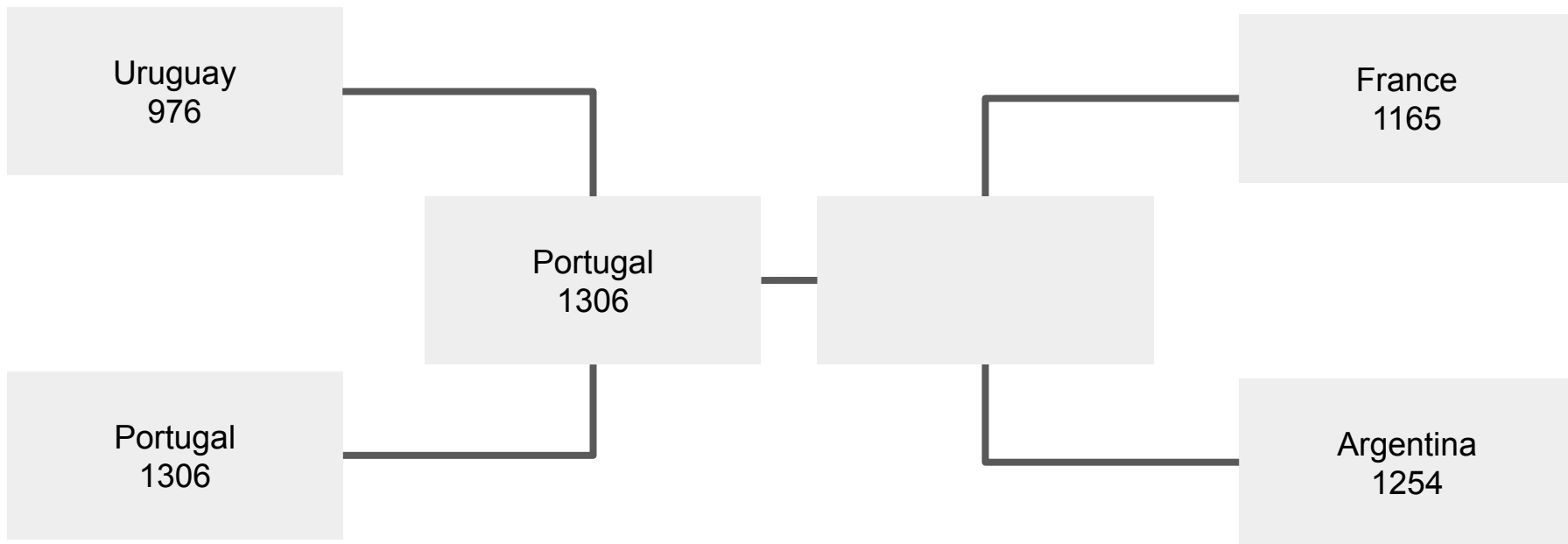


```
simulate_game(team1, team2)
```

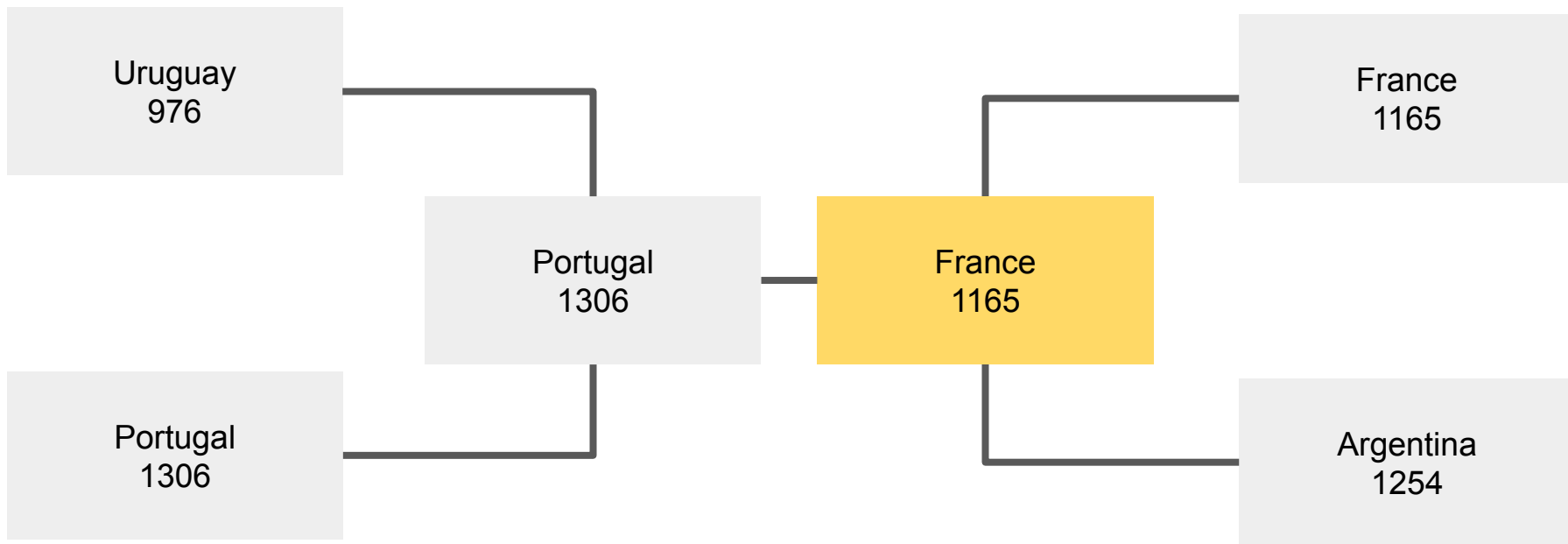


```
{name: "Portugal", rating: 1306}
```

```
simulate_game(team1, team2)
```

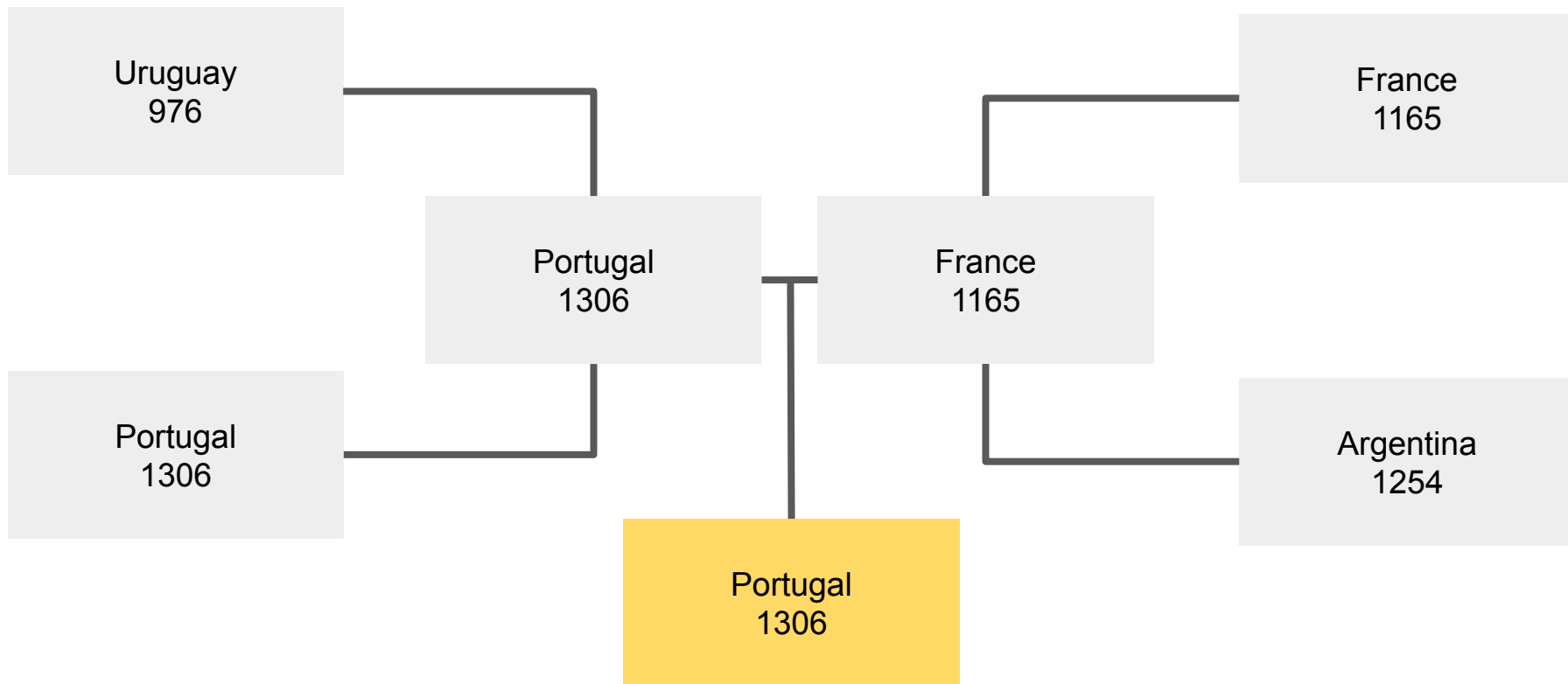



```
simulate_game(team1, team2)
```



```
{name: "France", rating: 1165}
```

`simulate_round(teams)`



TODOs

1. Load teams from CSV into a list, with each team represented as a dictionary.
2. Complete **simulate_tournament**, using **simulate_round**, returning the name of a tournament winner.
3. Run **simulate_tournament** N times, keeping track of how many simulations a team wins.

Tutorials

Office Hours

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