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## Playful Python

I believe you can learn serious things through silly games.

I'd like to make this into a book or something, similar to the Python bioinformatics/data science ([https://github.com/kyclark/practical\\_python\\_for\\_data\\_science](https://github.com/kyclark/practical_python_for_data_science)) repo. I think you will learn best by *doing*, so I think I will write this as a loose collection of exercises that spell out the skills I aim to teach with each exercise. I will create descriptions for each exercise with examples of how the program should work along with a test suite. You will need to write the program that satisfies the test suite.

I think I'm going to present this differently from other material in that I won't necessarily show you beforehand what you need to write a program. I'll describe what the program should do and provide some discussion about how to write it. I'll also create an appendix with short example of how to do things like read/write from/to a file, process all the files in a directory, extract k-mers from a string, etc. I'll provide some building blocks, but I want you to figure out how to put the pieces together!

### **new.py**

I provide a program in the `bin` directory called `new.py` that will help you stub out new Python programs using the fabulous `argparse` module to parse the command line arguments and options for your programs. I highly recommend you start every new program with this. For example, if the `README.md` says "Write a Python program called `abc.py` that ...", then you should do this:

```
$ new.py abc
```

This will create a new file called `abc.py` (that has been made executable with `chmod +x`, if your operating system supports that) that has example code for you to start writing your program. It's best to put `new.py` into your `$PATH` or alter your `$PATH` to include the directory where it's located. FWIW, I always create a `$HOME/.local/bin` that I add to my `$PATH` for programs like this.

### **How to Use**

First use the GitHub interface to "fork" this repository into your own account. Then do `git clone` of *your* repository to get a local copy. Inside that checkout, do:

```
git remote add upstream https://github.com/kyclark/playful_python.git
```

so that you can do `git pull upstream master` to get updates. When you create new files, `git add/commit/push` them to *your* repository. (Please do not

create pull requests on *my* repository – unless, of course, you have suggestions for improving my repo!).

This is a work in progress. If you see a directory contains a `README.md`, `solution.py`, `Makefile`, and `test.py`, then it's likely ready to be solved.

## Structure

Right now, I'm not sure how I'll structure the exercises. I wouldn't mind if you just randomly chose one and see how it goes. They vary quite a bit in difficulty, so maybe I'll just give them 1, 2, or 3 stars to indicate easy to hard. See `OUTLINE.md` for more.

## Author

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## Outline

I aim to have 40-50 programs complete with specs, examples, inputs, and test suites. They won't necessarily have a specific order, but they will be grouped into easiest/harder/hardest categories. As many programs use common ideas (e.g., regular expressions, graphs, infinite loops), there will be an appendix section with explanations of how to explore those ideas.

I have in mind a layout where each program gets four pages:

1	2	3	4
-----+	-----+	-----+	-----+
illus/	specs	solution	notes
info			
-----+	-----+	-----+	-----+

1. If a short program, perhaps an illustration; if longer, maybe some background or hints.
2. The `README.md` information (specs, example output)
3. The `solution.py` contents
4. Annotation of the solution with comments on lines, sections

## Programs

“The only way to learn a new programming language is by writing programs in it.” - Dennis Ritchie

The goal is to get the reader to become a *writer* – to try to solve the problems. One technique in teaching is to first present a problem without showing how to solve it. Once the student engages with the problem, they find they want and need the object of the lesson. Each program is intended to flex some programming technique or idea like playing with lists or contemplating regular expressions or using dictionaries. By using `argparse` for the programs, we also cover validation of user input.

### Easiest

- **article**: Select “a” or “an” depending on the given argument
- **howler**: Uppercase input text so they YELL AT YOU LIKE “HOWLER” MESSAGES IN HARRY POTTER. (Could also be called “OWEN MEANY”?)

- **jump\_the\_five**: Numeric encryption based on “The Wire.”
- **bottles\_of\_beer**: Produce the “Bottle of Beer on the Wall” song. Explores the basic idea of an algorithm and challenges the programmer to format strings.
- **picnic**: Write the picnic game. Uses input, lists.
- **apples\_and\_bananas**: Substitute vowels in text, e.g., “bananas” -> “bononos”. While the concept is substitution of characters in a string which is actually trivial, it turns out there are many (at least 7) decent ways to accomplish this task!
- **gashlycrumb**: Create a morbid lookup table from text. Natural use of dictionaries.
- **movie\_reader**: Print text character-by-character with pauses like in the movies. How to read text by character, use `STDOUT/flush`, and pause the program.
- **palindromes**: Find palindromes in text. Reading input, manipulation of strings.
- **ransom\_note**: Transform input text into “RaNSom cASe”. Manipulation of text.
- **rhymmer**: Produce rhyming “words” from input text.
- **rock\_paper\_scissors**: Write Rock, Paper, Scissors game. Infinite loops, dictionaries.

## Harder

- **abuse**: Generate insults from lists of adjectives and nouns. Use of randomness, sampling, and lists.
- **bacronym**: Retrofit words onto acronyms. Use of randomness and dictionaries.
- **blackjack**: Play Blackjack (card game). Use of randomness, combinations, dictionaries.
- **family\_tree**: Use GraphViz to visualize a family tree from text. Parsing text, creating graph structures, creating visual output.
- **gematria**: Calculate numeric values of words from characters. Manipulation of text, use of higher-order functions.
- **guess**: Write a number-guessing game. Use of randomness, validation/coercion of inputs, use of exceptions.
- **kentucky\_fryer**: Turn text into Southern American English. Parsing, manipulation of text.
- **mad\_libs**: TBD
- **markov\_words**: Markov chain to generate words. Use of n-grams/k-mers, graphs, randomness, logging.
- **piggie**: Encode text in Pig Latin. Use of regular expressions, text manipulation.
- **sound**: Use Soundex to find rhyming words from a word list.
- **substring**: Write a game to guess words sharing a common substring.

Dictionaries, k-mers/n-grams.

- **tictactoe**: Write a Tic-Tac-Toe game. Randomness, state.
- **twelve\_days\_of\_christmas**: Produce the “12 Days of Christmas” song. Algorithms, loops.
- **war**: Play the War card game. Combinations, randomness.
- **license\_plates**: Explore how a regular expression engine works by creating alternate forms of license plates.

### Hardest

- **anagram**: Find anagrams of text. Combinations, permutations, dictionaries.
- **hangman**: Write a Hangman (word/letter-guessing game). Randomness, game state, infinite loops, user input, validation.
- **markov\_chain**: Markov chain to generate text. N-grams at word level, parsing text, list manipulations.
- **morse**: Write a Morse encoder/decoder. Dictionaries, text manipulation.
- **rot13**: ROT13-encode input text. Lists, encryption.



## Chapter 1: Article Selector

Write a Python program called `article.py` that will select `a` or `an` for a given word depending on whether the word starts with a consonant or vowel, respectively.

```
$ ./article.py
usage: article.py [-h] str
article.py: error: the following arguments are required: str
$ ./article.py -h
usage: article.py [-h] str
```

Article selector

positional arguments:  
str Word

optional arguments:  
-h, --help show this help message and exit  
\$ ./article.py bear  
a bear  
\$ ./article.py octopus  
an octopus

## Solution

```
1  #!/usr/bin/env python3
2  """Article selector"""
3
4  import argparse
5  import os
6  import sys
7
8
9  # -----
10 def get_args():
11     """Get command-line arguments"""
12
13     parser = argparse.ArgumentParser(
14         description='Article selector',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('word', metavar='str', help='Word')
18
19     return parser.parse_args()
20
21
22 # -----
23 def main():
24     """Make a jazz noise here"""
25
26     args = get_args()
27     word = args.word
28     article = 'an' if word[0].lower() in 'aeiou' else 'a'
29
30     print('{} {}'.format(article, word))
31
32 # -----
33 if __name__ == '__main__':
34     main()
```

## Chapter 2: Jump the Five

Write a program called `jump.py` that will encode any number using “jump-the-five” algorithm that selects as a replacement for a given number the number that is opposite the number on a US telephone pad if you jump over the 5. The numbers 5 and 9 will exchange with each other. So, “1” jumps the 5 to become “9,” “6” jumps the 5 to become “4,” “5” becomes “0,” etc.

```
1  2  3
4  5  6
7  8  9
#  0  *
```

If given no arguments, print a usage statement.

```
$ ./jump.py
usage: jump.py [-h] str
jump.py: error: the following arguments are required: str
$ ./jump.py -h
usage: jump.py [-h] str
```

Jump the Five

```
positional arguments:
  str                Input text
```

```
optional arguments:
  -h, --help  show this help message and exit
$ ./jump.py 555-1212
000-9898
$ ./jump.py 'Call 1-800-329-8044 today!'
Call 9-255-781-2566 today!
```

## Chapter 3: Picnic

Write a Python program called `picnic.py` that accepts one or more positional arguments as the items to bring on a picnic. In response, print “You are bringing ...” where “...” should be replaced according to the number of items where:

1. If one item, just state, e.g., if `chips` then “You are bringing chips.”
2. If two items, put “and” in between, e.g., if `chips` `soda` then “You are bringing chips and soda.”
3. If three or more items, place commas between all the items INCLUDING BEFORE THE FINAL “and” BECAUSE WE USE THE OXFORD COMMA, e.g., if `chips` `soda` `cupcakes` then “You are bringing chips, soda, and cupcakes.”

```
$ ./picnic.py
usage: picnic.py [-h] str [str ...]
picnic.py: error: the following arguments are required: str
$ ./picnic.py -h
usage: picnic.py [-h] str [str ...]
```

Picnic game

positional arguments:  
str            Item(s) to bring

optional arguments:  
-h, --help show this help message and exit

```
$ ./picnic.py chips
You are bringing chips.
$ ./picnic.py "potato chips" salad
You are bringing potato chips and salad.
$ ./picnic.py "potato chips" salad soda cupcakes
You are bringing potato chips, salad, soda, and cupcakes.
```

## Solution

```
1  #!/usr/bin/env python3
2  """Picnic game"""
3
4  import argparse
5
6
7  # -----
8  def get_args():
9      """Get command-line arguments"""
10
11     parser = argparse.ArgumentParser(
12         description='Picnic game',
13         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
14
15     parser.add_argument('item',
16                         metavar='str',
17                         nargs='+',
18                         help='Item(s) to bring')
19
20     return parser.parse_args()
21
22
23 # -----
24 def main():
25     """Make a jazz noise here"""
26
27     args = get_args()
28     items = args.item
29     num = len(items)
30
31     bringing = items[0] if num == 1 else ' and '.join(
32         items) if num == 2 else ', '.join(items[:-1] + ['and ' + items[-1]])
33
34     print('You are bringing {}'.format(bringing))
35
36
37 # -----
38 if __name__ == '__main__':
39     main()
```

## Chapter 4: Apples and Bananas

Perhaps you remember the children’s song “Apples and Bananas”?

```
I like to eat, eat, eat apples and bananas
I like to eat, eat, eat apples and bananas
```

```
I like to ate, ate, ate ay-ples and ba-nay-nays
I like to ate, ate, ate ay-ples and ba-nay-nays
```

```
I like to eat, eat, eat ee-ples and bee-nee-nees
I like to eat, eat, eat ee-ples and bee-nee-nees
```

Write a Python program called `apples.py` that will turn all the vowels in some given text in a single positional argument into just one `-v|--vowel` (default `a`) like this song. It should complain if the `--vowel` argument isn’t a single, lowercase vowel (hint, see `choices` in the `argparse` documentation). If the given text argument is a file, read the text from the file. Replace all vowels with the given vowel, both lower- and uppercase.

```
$ ./apples.py
usage: apples.py [-h] [-v str] str
apples.py: error: the following arguments are required: str
$ ./apples.py -h
usage: apples.py [-h] [-v str] str
```

Apples and bananas

```
positional arguments:
  str                  Input text or file
```

```
optional arguments:
  -h, --help            show this help message and exit
  -v str, --vowel str  The only vowel allowed (default: a)
```

```
$ ./apples.py -v x foo
usage: apples.py [-h] [-v str] str
apples.py: error: argument -v/--vowel: invalid choice: 'x' (choose from 'a', 'e', 'i', 'o',
$ ./apples.py foo
faa
$ ./apples.py ../inputs/fox.txt
Tha qaack brawn fax jumps avar tha lazy dag.
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import re
6  import sys
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='Apples and bananas',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('text', metavar='str', help='Input text or file')
17
18     parser.add_argument('-v',
19                         '--vowel',
20                         help='The vowel(s) allowed',
21                         metavar='str',
22                         type=str,
23                         default='a',
24                         choices=list('aeiou'))
25
26     return parser.parse_args()
27
28
29 # -----
30 def main():
31     """Make a jazz noise here"""
32     args = get_args()
33     text = args.text
34     vowel = args.vowel
35
36     if os.path.isfile(text):
37         text = open(text).read()
38
39     # Method 1: Iterate every character
40     # new_text = []
41     # for char in text:
42     #     if char in 'aeiou':
43     #         new_text.append(vowel)
```

```

44     #     elif char in 'AEIOU':
45         #         new_text.append(vowel.upper())
46     #     else:
47         #         new_text.append(char)
48     # text = ''.join(new_text)
49
50     # Method 2: str.replace
51     # for v in 'aeiou':
52     #     text = text.replace(v, vowel).replace(v.upper(), vowel.upper())
53
54     # Method 3: Use a list comprehension
55     # new_text = [
56     #     vowel if c in 'aeiou' else vowel.upper() if c in 'AEIOU' else c
57     #     for c in text
58     # ]
59     # text = ''.join(new_text)
60
61     # Method 4: Define a function, use list comprehension
62     def new_char(c):
63         return vowel if c in 'aeiou' else vowel.upper() if c in 'AEIOU' else c
64
65     # text = ''.join([new_char(c) for c in text])
66
67     # Method 5: Use a `map` to iterate with a `lambda`
68     # text = ''.join(
69     #     map(
70     #         lambda c: vowel if c in 'aeiou' else vowel.upper()
71     #         if c in 'AEIOU' else c, text))
72
73     # Method 6: `map` with the function
74     text = ''.join(map(new_char, text))
75
76     # Method 7: Regular expressions
77     # text = re.sub('[aeiou]', vowel, text)
78     # text = re.sub('[AEIOU]', vowel.upper(), text)
79
80     print(text.rstrip())
81
82
83     # -----
84     if __name__ == '__main__':
85         main()

```



## Chapter 5: Howler

Write a Python program `howler.py` that will uppercase all the text from the command line or from a file.

```
$ ./howler.py
usage: howler.py [-h] [-o str] STR
howler.py: error: the following arguments are required: STR
$ ./howler.py -h
usage: howler.py [-h] [-o str] STR
```

Howler (upper-case input)

positional arguments:

STR	Input string or file
-----	----------------------

optional arguments:

-h, --help	show this help message and exit
-o str, --outfile str	Output filename (default: )

```
$ ./howler.py 'One word: Plastics!'
```

```
ONE WORD: PLASTICS!
```

```
$ ./howler.py ../inputs/fox.txt
```

```
THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG.
```

## Solution

```
1  #!/usr/bin/env python3
2  """Howler"""
3
4  import argparse
5  import os
6  import sys
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='Howler (upper-case input)',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('text', metavar='STR', help='Input string or file')
17
18     parser.add_argument('-o',
19                         '--outfile',
20                         help='Output filename',
21                         metavar='str',
22                         type=str,
23                         default='')
24
25     return parser.parse_args()
26
27
28 # -----
29 def main():
30     """Make a jazz noise here"""
31     args = get_args()
32     text = args.text
33     out_file = args.outfile
34
35     if os.path.isfile(text):
36         text = open(text).read().strip()
37
38     out_fh = open(out_file, 'wt') if out_file else sys.stdout
39     out_fh.write(text.upper() + '\n')
40
41
42 # -----
43 if __name__ == '__main__':
```

```
44      main()
```

## Chapter 6: Bottles of Beer Song

Write a Python program called `bottles.py` that takes a single option `-n|--num_bottles` which is an positive integer (default 10) and prints the “bottles of beer on the wall song.” If the `-n` argument is less than 1, die with “N() must be a positive integer”. The program should also respond to `-h|--help` with a usage statement.

I’d encourage you to think about the program as a formal algorithm. Read the introduction to Jeff Erickson’s book *Algorithms* available here:

- <http://jeffe.cs.illinois.edu/teaching/algorithms/#book>
- <http://jeffe.cs.illinois.edu/teaching/algorithms/book/00-intro.pdf>

You are going to need to count down, so you’ll need to consider how to do that. First, let’s examine a list and see how it can be sorted and reversed. We’ve already used the *sorted function*, but we haven’t really talked about the *list class’s sort method*. Note that the former does not mutate the list itself:

```
>>> a = ['foo', 'bar', 'baz']
>>> sorted(a)
['bar', 'baz', 'foo']
>>> a
['foo', 'bar', 'baz']
```

But the `sort` method does:

```
>>> a.sort()
>>> a
['bar', 'baz', 'foo']
```

Also, note what is returned by `sort`:

```
>>> type(a.sort())
<type 'NoneType'>
```

So if you did this, you’d destroy your data:

```
>>> a = a.sort()
>>> a
```

As with `sort/sorted`, so it goes with `reverse/reversed`. The past participle version *returns a new copy of the data without affecting the original* and is therefore the safest bet to use:

```
>>> a = ['foo', 'bar', 'baz']
>>> a
['foo', 'bar', 'baz']
>>> reversed(a)
<listreverseiterator object at 0x10f0d61d0>
>>> list(reversed(a))
```

```
['baz', 'bar', 'foo']
>>> a
['foo', 'bar', 'baz']
```

Compare with:

```
>>> a.reverse()
>>> a
['baz', 'bar', 'foo']
```

Given that and your knowledge of how `range` works, can you figure out how to count down, say, from 10 to 1?

```
$ ./bottles.py -h
usage: bottles.py [-h] [-n INT]
```

Bottles of beer song

optional arguments:

```
-h, --help            show this help message and exit
-n INT, --num_bottles INT
$ ./bottles.py --help
usage: bottles.py [-h] [-n INT]
```

Bottles of beer song

optional arguments:

```
-h, --help            show this help message and exit
-n INT, --num_bottles INT
                        How many bottles (default: 10)
```

```
$ ./bottles.py -n 1
1 bottle of beer on the wall,
1 bottle of beer,
Take one down, pass it around,
0 bottles of beer on the wall!
```

```
$ ./bottles.py | head
10 bottles of beer on the wall,
10 bottles of beer,
Take one down, pass it around,
9 bottles of beer on the wall!
```

```
9 bottles of beer on the wall,
9 bottles of beer,
Take one down, pass it around,
8 bottles of beer on the wall!
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import sys
5  from dire import die
6
7
8  # -----
9  def get_args():
10     """get command-line arguments"""
11     parser = argparse.ArgumentParser(
12         description='Bottles of beer song',
13         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
14
15     parser.add_argument('-n',
16                         '--num_bottles',
17                         metavar='INT',
18                         type=int,
19                         default=10,
20                         help='How many bottles')
21
22     return parser.parse_args()
23
24
25 # -----
26 def main():
27     """Make a jazz noise here"""
28     args = get_args()
29     num_bottles = args.num_bottles
30
31     if num_bottles < 1:
32         die('N ({}) must be a positive integer'.format(num_bottles))
33
34     line1 = '{} bottle{} of beer on the wall'
35     line2 = '{} bottle{} of beer'
36     line3 = 'Take one down, pass it around'
37     tmpl = ',\n'.join([line1, line2, line3, line1 + '!'])
38
39     for n in reversed(range(1, num_bottles + 1)):
40         s1 = '' if n == 1 else 's'
41         s2 = '' if n - 1 == 1 else 's'
42         print(tmpl.format(n, s1, n, s1, n - 1, s2))
43     if n > 1: print()
```

```
44
45
46 # -----
47 if __name__ == '__main__':
48     main()
```

## Chapter 7: Gashlycrumb

Write a Python program called `gashlycrumb.py` that takes a letter of the alphabet as an argument and looks up the line in a `-f|--file` argument (default `gashlycrumb.txt`) and prints the line starting with that letter.

```
$ ./gashlycrumb.py
usage: gashlycrumb.py [-h] [-f str] str
gashlycrumb.py: error: the following arguments are required: str
$ ./gashlycrumb.py -h
usage: gashlycrumb.py [-h] [-f str] str
```

Gashlycrumb

positional arguments:

str	Letter
-----	--------

optional arguments:

-h, --help	show this help message and exit
-f str, --file str	Input file (default: gashlycrumb.txt)

```
$ ./gashlycrumb.py 3
I do not know "3".
$ ./gashlycrumb.py CH
"CH" is not 1 character.
$ ./gashlycrumb.py a
A is for Amy who fell down the stairs.
$ ./gashlycrumb.py z
Z is for Zillah who drank too much gin.
```

If you are not familiar with the work of Edward Gorey, please stop and go read about him immediately, e.g. <https://www.brainpickings.org/2011/01/19/edward-gorey-the-gashlycrumb-tinies/>!

Write your own version of Gorey's text and pass in your version as the `--file`.

Write an interactive version that takes input directly from the user:

```
$ ./gashlycrumb_i.py
Please provide a letter [! to quit]: a
A is for Amy who fell down the stairs.
Please provide a letter [! to quit]: b
B is for Basil assaulted by bears.
Please provide a letter [! to quit]: !
Bye
```



## Solution

```
1  #!/usr/bin/env python3
2  """Lookup tables"""
3
4  import argparse
5  import os
6  from dire import die
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='Gashlycrumb',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('letter', help='Letter', metavar='str', type=str)
17
18     parser.add_argument('-f',
19                         '--file',
20                         help='Input file',
21                         metavar='str',
22                         type=str,
23                         default='gashlycrumb.txt')
24
25     return parser.parse_args()
26
27
28 # -----
29 def main():
30     """Make a jazz noise here"""
31     args = get_args()
32     letter = args.letter.upper()
33     file = args.file
34
35     if not os.path.isfile(file):
36         die('--file "{}" is not a file.'.format(file))
37
38     if len(letter) != 1:
39         die("{} is not 1 character.".format(letter))
40
41     lookup = {}
42     for line in open(file):
43         lookup[line[0]] = line.rstrip()
```

```
44
45     if letter in lookup:
46         print(lookup[letter])
47     else:
48         print('I do not know "{}".'.format(letter))
49
50
51 # -----
52 if __name__ == '__main__':
53     main()
```

## Chapter 8: Movie Reader

Write a Python program called `movie_reader.py` that takes a single positional argument that is a bit of text or the name of an input file. The output will be dynamic, so I cannot write a test for how the program should behave, nor can I include a bit of text that shows you how it should work. Your program should print the input text character-by-character and then pause .5 seconds for ending punctuation like ., ! or ?, .2 seconds for a pause like , :, or ;, and .05 seconds for anything else.

```
$ ./movie_reader.py
usage: movie_reader.py [-h] str
movie_reader.py: error: the following arguments are required: str
$ ./movie_reader.py -h
usage: movie_reader.py [-h] str
```

Movie Reader

```
positional arguments:
  str                Input text or file
```

```
optional arguments:
  -h, --help  show this help message and exit
$ ./movie_reader.py 'Foo, bar!'
Foo, bar!
$ ./movie_reader.py ../inputs/fox.txt
The quick brown fox jumps over the lazy dog.
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import sys
6  import time
7
8
9  # -----
10 def get_args():
11     """Get command-line arguments"""
12
13     parser = argparse.ArgumentParser(
14         description='Movie Reader',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('text', metavar='str', help='Input text or file')
18
19     return parser.parse_args()
20
21
22 # -----
23 def main():
24     """Make a jazz noise here"""
25
26     args = get_args()
27     text = args.text
28
29     if os.path.isfile(text):
30         text = open(text).read()
31
32     for line in text.splitlines():
33         for char in line:
34             print(char, end='')
35             time.sleep(.5 if char in '!.?\n' else .2 if char in ',,:;' else .05)
36             sys.stdout.flush()
37
38     print()
39
40
41 # -----
42 if __name__ == '__main__':
43     main()
```

## Chapter 9: Palindromes

Write a Python program called `palindromic.py` that will find words that are palindromes in positional argument which is either a string or a file name.

```
$ ./palindromic.py
usage: palindromic.py [-h] [-m int] str
palindromic.py: error: the following arguments are required: str
$ ./palindromic.py -h
usage: palindromic.py [-h] [-m int] str
```

Find palindromes in text

positional arguments:

str	Input text or file
-----	--------------------

optional arguments:

-h, --help	show this help message and exit
-m int, --min int	Minimum word length (default: 3)

```
$ ./palindromic.py '"Wow!" said Mom.'
```

wow

mom

```
$ ./palindromic.py input.txt
```

anna

civic

kayak

madam

mom

wow

level

noon

racecar

radar

redder

refer

rotator

rotor

solos

stats

tenet

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import re
6
7
8  # -----
9  def get_args():
10     """Get command-line arguments"""
11
12     parser = argparse.ArgumentParser(
13         description='Find palindromes in text',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('text', metavar='str', help='Input text or file')
17
18     parser.add_argument('-m',
19                         '--min',
20                         metavar='int',
21                         type=int,
22                         help='Minimum word length',
23                         default=3)
24
25     return parser.parse_args()
26
27
28 # -----
29 def main():
30     """Make a jazz noise here"""
31
32     args = get_args()
33     text = args.text
34     min_length = args.min
35
36     if os.path.isfile(text):
37         text = open(text).read()
38
39     for line in text.splitlines():
40         for word in re.split(r'(\W+)', line.lower()):
41             if len(word) >= min_length:
42                 rev = ''.join(reversed(word))
43                 if rev == word:
```

```
44             print(word)
45
46
47 # -----
48 if __name__ == '__main__':
49     main()
```

## Chapter 10: Ransom

Create a Python program called `ransom.py` that will randomly capitalize the letters in a given word or phrase. The input text may also name a file in which case the text should come from the file. The program should take a `-s|--seed` argument for the `random.seed` to control randomness for the test suite. It should also respond to `-h|--help` for usage.

```
$ ./ransom.py
usage: ransom.py [-h] [-s int] str
ransom.py: error: the following arguments are required: str
$ ./ransom.py -h
usage: ransom.py [-h] [-s int] str

Ransom Note

positional arguments:
  str                  Input text or file

optional arguments:
  -h, --help            show this help message and exit
  -s int, --seed int    Random seed (default: None)
$ cat fox.txt
The quick brown fox jumps over the lazy dog.
$ ./ransom.py fox.txt
the quiCK bROWn fOx JUMps OvEr tHe LAzy Dog.
$ ./ransom.py -s 2 'The quick brown fox jumps over the lazy dog.'
the qUIck BROWN fOX JUmps ovEr ThE LAZY DOg.
```



## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import random
6  import sys
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='Ransom Note',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('text', metavar='str', help='Input text or file')
17
18     parser.add_argument('-s',
19                         '--seed',
20                         help='Random seed',
21                         metavar='int',
22                         type=int,
23                         default=None)
24
25     return parser.parse_args()
26
27
28 # -----
29 def main():
30     """Make a jazz noise here"""
31     args = get_args()
32
33     random.seed(args.seed)
34
35     text = args.text
36     if os.path.isfile(text):
37         text = open(text).read()
38
39     #ransom = []
40     #for char in text:
41     #    ransom.append(char.upper() if random.choice([0, 1]) else char.lower())
42
43     #ransom = [c.upper() if random.choice([0, 1]) else c.lower() for c in text]
```

```

44
45     #ransom = map(lambda c: c.upper() if random.choice([0, 1]) else c.lower(),
46     #              text)
47
48     f = lambda c: c.upper() if random.choice([0, 1]) else c.lower()
49     ransom = map(f, text)
50
51     print(''.join(ransom))
52
53
54 # -----
55 if __name__ == '__main__':
56     main()

```

## Chapter 11: Simple Rhymer

Write a Python program called `rhymer.py` that will create new words by removing the consonant(s) from the beginning of the word and then creating new words by prefixing the remainder with all the consonants and clusters that were not at the beginning. That is, prefix with all the consonants in the alphabet plus these clusters:

```
bl br ch cl cr dr fl fr gl gr pl pr sc sh sk sl sm sn sp
st sw th tr tw wh wr sch scr shr sph spl spr squ str thr

$ ./rhymer.py
usage: rhymer.py [-h] str
rhymer.py: error: the following arguments are required: str
$ ./rhymer.py -h
usage: rhymer.py [-h] str

Make rhyming "words"

positional arguments:
  str          A word

optional arguments:
  -h, --help  show this help message and exit
$ ./rhymer.py apple
Word "apple" must start with consonants
$ ./rhymer.py take | head
bake
cake
dake
fake
gake
hake
jake
kake
lake
make
```

## Solution

```
1  #!/usr/bin/env python3
2  """Make rhyming words"""
3
4  import argparse
5  import re
6  import string
7  import sys
8  from dire import die
9
10
11  # -----
12  def get_args():
13      """get command-line arguments"""
14      parser = argparse.ArgumentParser(
15          description='Make rhyming "words"',
16          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
17
18      parser.add_argument('word', metavar='str', help='A word')
19
20      return parser.parse_args()
21
22
23  # -----
24  def main():
25      """Make a jazz noise here"""
26      args = get_args()
27      word = args.word
28
29      vowels = 'aeiou'
30      if word[0] in vowels:
31          die('Word "{}" must start with consonants'.format(word))
32
33      consonants = [c for c in string.ascii_lowercase if c not in 'aeiou']
34      match = re.match('^([' + ''.join(consonants) + ']+)(.+)', word)
35
36      clusters = ('bl br ch cl cr dr fl fr gl gr pl pr sc '
37                  'sh sk sl sm sn sp st sw th tr tw wh wr '
38                  'sch scr shr sph spl spr squ str thr').split()
39
40      if match:
41          start, rest = match.group(1), match.group(2)
42          for c in filter(lambda c: c != start, consonants + clusters):
43              print(c + rest)
```

```
44
45
46 # -----
47 if __name__ == '__main__':
48     main()
```

## Chapter 12: Rock, Paper, Scissors

Write a Python program called `rps.py` that will play the ever-popular “Rock, Paper, Scissors” game. As often as possible, insult the player by combining an adjective and a noun from the following lists:

Adjectives = truculent fatuous vainglorious fatuous petulant moribund jejune feckless antiquated rambunctious mundane misshapen glib dreary dopey devoid deleterious degrading clammy brazen indiscreet indecorous imbecilic dysfunctional dubious drunken disreputable dismal dim deficient deceitful damned daft contrary churlish catty banal asinine infantile lurid morbid repugnant unkempt vapid decrepit malevolent impertinent decrepit grotesque puerile

Nouns = abydocomist bedswerver bespawler bobolyne cumberworld dalcop dew-beater dorbel drate-poke driggle-draggle fopdoodle fustylugs fustilarian gillie-wet-foot gnashgab gobermouch gowpenful-o'-anything klazomaniac leasing-monger loiter-sack lubberwort muck-spout mumblecrust quisby rag-gabrash rakefire roiderbanks saddle-goose scobberlotcher skelpie-limmer smell-feast smellfungus snoutband sornor stampcrab stymphalist tallowcatch triptaker wandought whiffle-whaffle yaldson zoilist

The program should accept a `-s|--seed` to pass to `random`.

```
$ ./rps.py
1-2-3-Go! [rps|q] r
You: Rock
Me : Scissors
You win. You are a clammy drate-poke.
1-2-3-Go! [rps|q] t
You dysfunctional dew-beater! Please choose from: p, r, s.
1-2-3-Go! [rps|q] p
You: Paper
Me : Rock
You win. You are a dismal gillie-wet-foot.
1-2-3-Go! [rps|q] q
Bye, you imbecilic fopdoodle!
```

## Solution

```
1  #!/usr/bin/env python3
2  """Rock, Paper, Scissors"""
3
4  import argparse
5  import os
6  import random
7  import sys
8
9
10 # -----
11 def get_args():
12     """Get command-line arguments"""
13
14     parser = argparse.ArgumentParser(
15         description='Rock, Paper, Scissors',
16         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
17
18     parser.add_argument('-s',
19                         '--seed',
20                         help='Random seed',
21                         metavar='int',
22                         type=int,
23                         default=None)
24
25     return parser.parse_args()
26
27
28 # -----
29 def insult():
30     adjective = """
31     truculent fatuous vainglorious fatuous petulant moribund jejune
32     feckless antiquated rambunctious mundane misshapen glib dreary
33     dopey devoid deleterious degrading clammy brazen indiscreet
34     indecorous imbecilic dysfunctional dubious drunken disreputable
35     dismal dim deficient deceitful damned daft contrary churlish
36     catty banal asinine infantile lurid morbid repugnant unkempt
37     vapid decrepit malevolent impertinent decrepit grotesque puerile
38     """.split()
39
40     noun = """
41     abydocomist bedswerver bespawler bobolyne cumberworld dalcop
42     dew-beater dorbel drate-poke driggle-draggle fopdoodle fustylugs
43     fustilarian gillie-wet-foot gnashgab gobermouch
```

```

44     gowpenful-o'-anything klazomaniac leasing-monger loiter-sack
45     lubberwort muck-spout mumblecrust quisby raggabrash rakefire
46     roiderbanks saddle-goose scobberlotcher skelpie-limmer
47     smell-feast smellfungus snoutband sorner stampcrab stymphalist
48     tallowcatch triptaker wandought whiffle-whaffle yaldson zoilist
49     """.split()
50
51     return ' '.join([random.choice(adjective), random.choice(noun)])
52
53
54 # -----
55 def main():
56     """Make a jazz noise here"""
57
58     args = get_args()
59     random.seed(args.seed)
60
61     valid = set('rps')
62     beats = {'r': 's', 's': 'p', 'p': 'r'}
63     display = {'r': 'Rock', 'p': 'Paper', 's': 'Scissors'}
64
65     while True:
66         play = input('1-2-3-Go! [rps|q] ').lower()
67
68         if play.startswith('q'):
69             print('Bye, you {}'.format(insult()))
70             sys.exit(0)
71
72         if play not in valid:
73             print('You {}! Please choose from: {}'.format(
74                 insult(), ', '.join(sorted(valid))))
75             continue
76
77         computer = random.choice(list(valid))
78
79         print('You: {}\nMe : {}'.format(display[play], display[computer]))
80
81         if beats[play] == computer:
82             print('You win. You are a {}'.format(insult()))
83         elif beats[computer] == play:
84             print('You lose, {}'.format(insult()))
85         else:
86             print('Draw, you {}'.format(insult()))
87
88
89 # -----

```



```
90 if __name__ == '__main__':  
91     main()
```

## Chapter 13: Abuse

Write a Python program called `abuse.py` that generates some `-n|--number` of insults (default 3) by randomly combining some number of `-a|--adjectives` (default 2) with a noun (see below). Be sure your program accepts a `-s|--seed` argument (default `None`) to pass to `random.seed`.

Adjectives:

bankrupt base caterwauling corrupt cullionly detestable dishonest false filth-  
some filthy foolish foul gross heedless indistinguishable infected insatiate irk-  
some lascivious lecherous loathsome lubbery old peevish rascaly rotten ruinous  
scurilous scurvy slanderous sodden-witted thin-faced toad-spotted unmannered  
vile wall-eyed

Nouns:

Judas Satan ape ass barbermonger beggar block boy braggart butt carbuncle  
coward coxcomb cur dandy degenerate fiend fishmonger fool gull harpy jack  
jolthead knave liar lunatic maw milksop minion ratcatcher recreant rogue scold  
slave swine traitor varlet villain worm

```
$ ./abuse.py -h
```

```
usage: abuse.py [-h] [-a int] [-n int] [-s int]
```

Argparse Python script

optional arguments:

```
-h, --help            show this help message and exit
-a int, --adjectives int
                        Number of adjectives (default: 2)
-n int, --number int  Number of insults (default: 3)
-s int, --seed int    Random seed (default: None)
```

```
$ ./abuse.py
```

```
You slanderous, rotten block!
```

```
You lubbery, scurilous ratcatcher!
```

```
You rotten, foul liar!
```

```
$ ./abuse.py -s 1 -n 2 -a 1
```

```
You rotten rogue!
```

```
You lascivious ape!
```

```
$ ./abuse.py -s 2 -n 4 -a 4
```

```
You scurilous, foolish, vile, foul milksop!
```

```
You cullionly, lubbery, heedless, filthy lunatic!
```

```
You foul, lecherous, infected, slanderous degenerate!
```

```
You base, ruinous, slanderous, false liar!
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import random
5  import sys
6
7  adjectives = """
8  bankrupt base caterwauling corrupt cullionly detestable dishonest
9  false filthsome filthy foolish foul gross heedless indistinguishable
10 infected insatiate irksome lascivious lecherous loathsome lubberly old
11 peevish rascaly rotten ruinous scurilous scurvy slanderous
12 sodden-witted thin-faced toad-spotted unmannered vile wall-eyed
13 """.strip().split()
14
15 nouns = """
16 Judas Satan ape ass barbermonger beggar block boy braggart butt
17 carbuncle coward coxcomb cur dandy degenerate fiend fishmonger fool
18 gull harpy jack jolthead knave liar lunatic maw milksop minion
19 ratcatcher recreant rogue scold slave swine traitor varlet villain worm
20 """.strip().split()
21
22
23 # -----
24 def get_args():
25     """get command-line arguments"""
26     parser = argparse.ArgumentParser(
27         description='Argparse Python script',
28         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
29
30     parser.add_argument('-a',
31                         '--adjectives',
32                         help='Number of adjectives',
33                         metavar='int',
34                         type=int,
35                         default=2)
36
37     parser.add_argument('-n',
38                         '--number',
39                         help='Number of insults',
40                         metavar='int',
41                         type=int,
42                         default=3)
43
```

```

44     parser.add_argument('-s',
45                          '--seed',
46                          help='Random seed',
47                          metavar='int',
48                          type=int,
49                          default=None)
50
51     return parser.parse_args()
52
53
54 # -----
55 def main():
56     """Make a jazz noise here"""
57     args = get_args()
58     num_adj = args.adjectives
59     num_insults = args.number
60
61     random.seed(args.seed)
62
63     for _ in range(num_insults):
64         adjs = random.sample(adjectives, k=num_adj)
65         noun = random.choice(nouns)
66         print('You {} {}!'.format(', '.join(adjs), noun))
67
68
69 # -----
70 if __name__ == '__main__':
71     main()

```

## Chapter 14: Bacronym

Write a Python program called `bacronym.py` that takes a string like “FBI” and retrofits some `-n|--number` (default 5) of acronyms by reading a `-w|--wordlist` argument (default `/usr/share/dict/words`), skipping over words to `-e|--exclude` (default `a, an, the`) and randomly selecting words that start with each of the letters. Be sure to include a `-s|--seed` argument (default `None`) to pass to `random.seed` for the test suite.

```
$ ./bacronym.py
usage: bacronym.py [-h] [-n NUM] [-w STR] [-x STR] [-s INT] STR
bacronym.py: error: the following arguments are required: STR
$ ./bacronym.py -h
usage: bacronym.py [-h] [-n NUM] [-w STR] [-x STR] [-s INT] STR
```

Explain acronyms

positional arguments:

STR	Acronym
-----	---------

optional arguments:

<code>-h, --help</code>	show this help message and exit
<code>-n NUM, --num NUM</code>	Maximum number of definitions (default: 5)
<code>-w STR, --wordlist STR</code>	Dictionary/word file (default: <code>/usr/share/dict/words</code> )
<code>-x STR, --exclude STR</code>	List of words to exclude (default: <code>a,an,the</code> )
<code>-s INT, --seed INT</code>	Random seed (default: <code>None</code> )

```
$ ./bacronym.py FBI -s 1
```

FBI =

- Fecundity Brokage Imitant
- Figureless Basketmaking Ismailite
- Frumpery Bonedog Irregardless
- Foxily Blastomyces Inedited
- Fastland Bouncingly Idiospasm

## Solution

```
1  #!/usr/bin/env python3
2  """Make guesses about acronyms"""
3
4  import argparse
5  import sys
6  import os
7  import random
8  import re
9  from collections import defaultdict
10
11
12  # -----
13  def get_args():
14      """get arguments"""
15      parser = argparse.ArgumentParser(
16          description='Explain acronyms',
17          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
18
19      parser.add_argument('acronym', help='Acronym', type=str, metavar='STR')
20
21      parser.add_argument('-n',
22                          '--num',
23                          help='Maximum number of definitions',
24                          type=int,
25                          metavar='NUM',
26                          default=5)
27
28      parser.add_argument('-w',
29                          '--wordlist',
30                          help='Dictionary/word file',
31                          type=str,
32                          metavar='STR',
33                          default='/usr/share/dict/words')
34
35      parser.add_argument('-x',
36                          '--exclude',
37                          help='List of words to exclude',
38                          type=str,
39                          metavar='STR',
40                          default='a,an,the')
41
42      parser.add_argument('-s',
43                          '--seed',
```

```

44             help='Random seed',
45             type=int,
46             metavar='INT',
47             default=None)
48
49     return parser.parse_args()
50
51
52 # -----
53 def main():
54     """main"""
55
56     args = get_args()
57     acronym = args.acronym
58     wordlist = args.wordlist
59     limit = args.num
60     goodword = r'^[a-z]{2,}$'
61     badwords = set(re.split(r'\s*,\s*', args.exclude.lower()))
62
63     random.seed(args.seed)
64
65     if not re.match(goodword, acronym.lower()):
66         print('"{}" must be >1 in length, only use letters'.format(acronym))
67         sys.exit(1)
68
69     if not os.path.isfile(wordlist):
70         print('"{}" is not a file.'.format(wordlist))
71         sys.exit(1)
72
73     seen = set()
74     words_by_letter = defaultdict(list)
75     for word in open(wordlist).read().lower().split():
76         clean = re.sub('[^a-z]', '', word)
77         if not clean: # nothing left?
78             continue
79
80         if re.match(goodword,
81                     clean) and clean not in seen and clean not in badwords:
82             seen.add(clean)
83             words_by_letter[clean[0]].append(clean)
84
85     len_acronym = len(acronym)
86     definitions = []
87     for i in range(0, limit):
88         definition = []
89         for letter in acronym.lower():

```

```

90         possible = words_by_letter.get(letter, [])
91         if len(possible) > 0:
92             definition.append(
93                 random.choice(possible).title() if possible else '?')
94
95         if len(definition) == len_acronym:
96             definitions.append(' '.join(definition))
97
98     if len(definitions) > 0:
99         print(acronym.upper() + ' =')
100         for definition in definitions:
101             print(' - ' + definition)
102     else:
103         print('Sorry I could not find any good definitions')
104
105
106 # -----
107 if __name__ == '__main__':
108     main()

```



## Chapter 15: Blackjack

Write a Python program called `blackjack.py` that plays an abbreviated game of Blackjack. You will need to `import random` to get random cards from a deck you will construct, and so your program will need to accept a `-s|--seed` that will set `random.seed()` with the value that is passed in so that the test suite will work. The other arguments you will accept are two flags (Boolean values) of `-p|--player_hits` and `-d|--dealer_hits`. As usual, you will also have a `-h|--help` option for usage statement.

To play the game, the user will run the program and will see a display of what cards the dealer has (noted “D”) and what cards the player has (noted “P”) along with a sum of the values of the cards. In Blackjack, number cards are worth their value, face cards are worth 10, and the Ace will be worth 1 for our game (though in the real game it can alternate between 1 and 11).

To create your deck of cards, you will need to use the Unicode symbols for the suites ( ) [which won’t display in the PDF, so consult the Markdown file].

Combine these with the numbers 2-10 and the letters “A”, “J”, “Q,” and “K” (hint: look at `itertools.product`). Because your game will use randomness, you will need to sort your deck and then use the `random.shuffle` method so that your cards will be in the correct order to pass the tests.

When you make the initial deal, keep in mind how cards are actually dealt – first one card to each of the players, then one to the dealer, then the players, then the dealer, etc. You might be tempted to use `random.choice` or something like that to select your cards, but you need to keep in mind that you are modeling an actual deck and so selected cards should no longer be present in the deck. If the `-p|--player_hits` flag is present, deal an additional card to the player; likewise with the `-d|--dealer_hits` flag.

After displaying the hands, the code should:

1. Check if the player has more than 21; if so, print ‘Player busts! You lose, loser!’ and `exit(0)`
2. Check if the dealer has more than 21; if so, print ‘Dealer busts.’ and `exit(0)`
3. Check if the player has exactly 21; if so, print ‘Player wins. You probably cheated.’ and `exit(0)`
4. Check if the dealer has exactly 21; if so, print ‘Dealer wins!’ and `exit(0)`
5. If either the dealer or the player has less than 18, you should indicate “X should hit.”

NB: Look at the Markdown format to see the actual output as the suites won’t display in the PDF version!

```
$ ./blackjack.py
D [11]: J A
```

```
P [18]: 8 10
Dealer should hit.
$ ./blackjack.py
D [13]: 3 J
P [16]: 6 10
Dealer should hit.
Player should hit.
$ ./blackjack.py -s 5
D [ 5]: 4 A
P [19]: 10 9
Dealer should hit.
$ ./blackjack.py -s 3 -p
D [19]: K 9
P [22]: 3 9 J
Player busts! You lose, loser!
$ ./blackjack.py -s 15 -p
D [19]: 10 9
P [21]: 10 8 3
Player wins. You probably cheated.
```

## Solution

```
1  #!/usr/bin/env python3
2  """Blackjack"""
3
4  import argparse
5  import random
6  import re
7  import sys
8  from itertools import product
9  from dire import die
10
11
12  # -----
13  def get_args():
14      """get command-line arguments"""
15      parser = argparse.ArgumentParser(
16          description='Argparse Python script',
17          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
18
19      parser.add_argument('-s',
20                          '--seed',
21                          help='Random seed',
22                          metavar='int',
23                          type=int,
24                          default=None)
25
26      parser.add_argument('-d',
27                          '--dealer_hits',
28                          help='Dealer hits',
29                          action='store_true')
30
31      parser.add_argument('-p',
32                          '--player_hits',
33                          help='Player hits',
34                          action='store_true')
35
36      return parser.parse_args()
37
38
39  # -----
40  def bail(msg):
41      """print() and exit(0)"""
42      print(msg)
43      sys.exit(0)
```

```

44
45
46 # -----
47 def card_value(card):
48     """card to numeric value"""
49     val = card[1:]
50     faces = {'A': 1, 'J': 10, 'Q': 10, 'K': 10}
51     if val.isdigit():
52         return int(val)
53     elif val in faces:
54         return faces[val]
55     else:
56         die('Unknown card value for "{}".format(card))
57
58
59 # -----
60 def main():
61     """Make a jazz noise here"""
62     args = get_args()
63     random.seed(args.seed)
64     suites = list(' ')
65     values = list(range(2, 11)) + list('AJQK')
66     cards = sorted(map(lambda t: '{}{}'.format(*t), product(suites, values)))
67     random.shuffle(cards)
68
69     p1, d1, p2, d2 = cards.pop(), cards.pop(), cards.pop(), cards.pop()
70     player = [p1, p2]
71     dealer = [d1, d2]
72
73     if args.player_hits: player.append(cards.pop())
74     if args.dealer_hits: dealer.append(cards.pop())
75
76     player_hand = sum(map(card_value, player))
77     dealer_hand = sum(map(card_value, dealer))
78
79     print('D [{:2}]: {}'.format(dealer_hand, ' '.join(dealer)))
80     print('P [{:2}]: {}'.format(player_hand, ' '.join(player)))
81
82     if player_hand > 21: bail('Player busts! You lose, loser!')
83     elif dealer_hand > 21: bail('Dealer busts.')
84     elif player_hand == 21: bail('Player wins. You probably cheated.')
85     elif dealer_hand == 21: bail('Dealer wins!')
86
87     if dealer_hand < 18: print('Dealer should hit.')
88     if player_hand < 18: print('Player should hit.')
89

```

```
90
91 # -----
92 if __name__ == '__main__':
93     main()
```

## Chapter 16: Family Tree

Write a program called `tree.py` that will take an input file as a single positional argument and produce a graph of the family tree described therein. The file can have only three kinds of statements:

1. `INITIALS = Full Name`
2. `person1 married person2`
3. `person1 and person2 begat child1[, child2...]`

Use the `graphviz` module to generate a graph like the `kyc.gv.pdf` included here that was generated from the following input:

```
$ cat tudor.txt
H7 = Henry VII
EOY = Elizabeth of York
H8 = Henry VIII
COA = Catherine of Aragon
AB = Anne Boleyn
JS = Jane Seymour
AOC = Anne of Cleves
CH = Catherine Howard
CP = Catherine Parr
HDC = Henry, Duke of Cornwall
M1 = Mary I
E1 = Elizabeth I
E6 = Edward VI

H7 married EOY
H7 and EOY begat H8
H8 married COA
H8 married AB
H8 married JS
H8 married AOC
H8 married CH
H8 married CP
H8 and COA begat HDC, M1
H8 and AB begat E1
H8 and JS begat E6
$ ./tree.py tudor.txt
Done, see output in "tudor.txt.gv".
```

## Solution

```
1  #!/usr/bin/env python3
2  """
3  Author : kycklark
4  Date   : 2019-05-24
5  Purpose: Display a family tree
6  """
7
8  import argparse
9  import os
10 import re
11 import sys
12 from graphviz import Digraph
13
14
15 # -----
16 def get_args():
17     """Get command-line arguments"""
18
19     parser = argparse.ArgumentParser(
20         description='Display a family tree',
21         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
22
23     parser.add_argument('file',
24                         metavar='FILE',
25                         type=argparse.FileType('r'),
26                         help='File input')
27
28     parser.add_argument('-o',
29                         '--outfile',
30                         help='Output filename',
31                         metavar='str',
32                         type=str,
33                         default='')
34
35     return parser.parse_args()
36
37
38 # -----
39 def main():
40     """Make a jazz noise here"""
41
42     args = get_args()
43     fh = args.file
```

```

44     out_file = args.outfile or os.path.basename(fh.name) + '.gv'
45
46     nodes, edges = parse_tree(fh)
47     dot = Digraph(comment='Tree')
48     for initials, name in nodes.items():
49         dot.node(name)
50
51     for n1, n2 in edges:
52         if n1 in nodes:
53             n1 = nodes[n1]
54         if n2 in nodes:
55             n2 = nodes[n2]
56
57         dot.edge(n1, n2)
58
59     dot.render(out_file, view=True)
60
61     print('Done, see output in "{}".'.format(out_file))
62
63 # -----
64 def parse_tree(fh):
65     """parse input file"""
66
67     ini_patt = '([A-Za-z0-9]+)'
68     name_patt = ini_patt + '\s*=\s*(.+)'
69     begat_patt = ini_patt + '\s+and\s+' + ini_patt + '\s+begat\s*(.+)'
70     married_patt = ini_patt + '\s+married\s+' + ini_patt
71     edges = set()
72     nodes = {}
73
74     for line in fh:
75         name_match = re.match(name_patt, line)
76         begat_match = re.match(begat_patt, line)
77         married_match = re.match(married_patt, line)
78
79         if name_match:
80             initials, name = name_match.groups()
81             nodes[initials] = name
82         elif married_match:
83             p1, p2 = married_match.groups()
84             edges.add((p1, p2))
85         elif begat_match:
86             p1, p2, begat = begat_match.groups()
87             children = re.split('\s*,\s*', begat)
88             for parent in p1, p2:
89                 for child in children:

```



```
90             edges.add((parent, child))
91
92     return nodes, edges
93
94
95     # -----
96     if __name__ == '__main__':
97         main()
```

## Chapter 17: Gematria

Write a Python program called `gematria.py`

Gematria is a system for assigning a number to a word by summing the numeric values of each of the letters as defined by the Mispar godol (<https://en.wikipedia.org/wiki/Gematria>). For English characters, we can use the ASCII table (<https://en.wikipedia.org/wiki/ASCII>). It is not necessary, however, to encode this table in our program as Python provides the `ord` function to convert a character to its “ordinal” (order in the ASCII table) value as well as the `chr` function to convert a number to its “character.”

```
>>> ord('A')
65
>>> ord('a')
97
>>> chr(88)
'X'
>>> chr(112)
'p'
```

To implement an ASCII version of gematria in Python, we need to turn each letter into a number and add them all together. So, to start, note that Python can use a `for` loop to cycle through all the members of a list (in order):

```
>>> for char in ['p', 'y', 't', 'h', 'o', 'n']:
...     print(ord(char))
...
112
121
116
104
111
110
```

Now you just need to sum those up for each word!

```
$ ./gematria.py
usage: gematria.py [-h] str
gematria.py: error: the following arguments are required: str
$ ./gematria.py -h
usage: gematria.py [-h] str
```

Gematria

```
positional arguments:
  str                  Input text or file
```

```
optional arguments:
  -h, --help  show this help message and exit
$ ./gematria.py 'foo bar baz'
324 309 317
$ ./gematria.py ../inputs/fox.txt
289 541 552 333 559 444 321 448 314
```

## Solution

```
1  #!/usr/bin/env python3
2  """Gematria"""
3
4  import argparse
5  import os
6  import re
7  import sys
8
9
10 # -----
11 def get_args():
12     """Get command-line arguments"""
13
14     parser = argparse.ArgumentParser(
15         description='Gematria',
16         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
17
18     parser.add_argument('text', metavar='str', help='Input text or file')
19
20     return parser.parse_args()
21
22
23 # -----
24 def main():
25     """Make a jazz noise here"""
26
27     args = get_args()
28     text = args.text
29
30     if os.path.isfile(text):
31         text = open(text).read()
32
33     def clean(word):
34         return re.sub('[^a-zA-Z0-9]', '', word)
35
36     for line in text.splitlines():
37         words = line.rstrip().split()
38         nums = map(lambda word: str(sum(map(ord, clean(word)))), words)
39         print(' '.join(nums))
40
41
42 # -----
43 if __name__ == '__main__':
```

44      `main()`

## Chapter 18: Guessing Game

Write a Python program called `guess.py` that plays a guessing game for a number between a `-m|--min` and `-x|--max` value (default 1 and 50, respectively) with a limited number of `-g|--guesses` (default 5). Complain if either `--min` or `--guesses` is less than 1. Accept a `-s|--seed` for `random.seed`. If the user guesses something that is not a number, complain about it.

The game is intended to actually be interactive, which makes it difficult to test. Here is how it should look in interactive mode:

```
$ ./guess.py -s 1
Guess a number between 1 and 50 (q to quit): 25
"25" is too high.
Guess a number between 1 and 50 (q to quit): foo
"foo" is not a number.
Guess a number between 1 and 50 (q to quit): 12
"12" is too high.
Guess a number between 1 and 50 (q to quit): 6
"6" is too low.
Guess a number between 1 and 50 (q to quit): 9
"9" is correct. You win!
```

Because I want to be able to write a test for this, I also want the program to accept an `-i|--inputs` option so that the game can also be played exactly the same but without the prompts for input:

```
$ ./guess.py -s 1 -i 25 foo 12 6 9
"25" is too high.
"foo" is not a number.
"12" is too high.
"6" is too low.
"9" is correct. You win!
```

You should be able to handle this in your infinite game loop.

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import random
5  import re
6  import sys
7  from dire import die
8
9
10 # -----
11 def get_args():
12     """get args"""
13     parser = argparse.ArgumentParser(
14         description='Guessing game',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('-m',
18                         '--min',
19                         help='Minimum value',
20                         metavar='int',
21                         type=int,
22                         default=1)
23
24     parser.add_argument('-x',
25                         '--max',
26                         help='Maximum value',
27                         metavar='int',
28                         type=int,
29                         default=50)
30
31     parser.add_argument('-g',
32                         '--guesses',
33                         help='Number of guesses',
34                         metavar='int',
35                         type=int,
36                         default=5)
37
38     parser.add_argument('-s',
39                         '--seed',
40                         help='Random seed',
41                         metavar='int',
42                         type=int,
43                         default=None)
```

```

44
45     parser.add_argument('-i',
46                         '--inputs',
47                         help='Inputs',
48                         metavar='str',
49                         type=str,
50                         nargs='+',
51                         default=[])
52
53     return parser.parse_args()
54
55
56 # -----
57 def main():
58     """main"""
59     args = get_args()
60     low = args.min
61     high = args.max
62     guesses_allowed = args.guesses
63     inputs = args.inputs
64     random.seed(args.seed)
65
66     if low < 1:
67         die('--min "{}" cannot be lower than 1'.format(low))
68
69     if guesses_allowed < 1:
70         die('--guesses "{}" cannot be lower than 1'.format(guesses_allowed))
71
72     if low > high:
73         die('--min "{}" is higher than --max "{}"'.format(low, high))
74
75     secret = random.randint(low, high)
76     prompt = 'Guess a number between {} and {} (q to quit): '.format(low, high)
77     num_guesses = 0
78
79     while True:
80         guess = inputs.pop(0) if inputs else input(prompt)
81         num_guesses += 1
82
83         if re.match('q(uit)?', guess.lower()):
84             print('Now you will never know the answer.')
85             sys.exit()
86
87         # Method 1: test if the guess is a digit
88         if not guess.isdigit():
89             print("{} is not a number.".format(guess))

```



```

90         continue
91     num = int(guess)
92
93     # Method 2: try/except
94     num = 0
95     try:
96         num = int(guess)
97     except:
98         warn("{} is not an integer".format(guess))
99         continue
100
101     if not low <= num <= high:
102         print('Number "{}" is not in the allowed range'.format(num))
103     elif num == secret:
104         print("{} is correct. You win!".format(num))
105         break
106     else:
107         print("{} is too {}.{}".format(num,
108                                         'low' if num < secret else 'high'))
109
110     if num_guesses >= guesses_allowed:
111         print(
112             'Too many guesses, loser! The number was "{}.".format(secret))
113         sys.exit(1)
114
115
116 # -----
117 if __name__ == '__main__':
118     main()

```

## Chapter 19: Kentucky Fryer

Write a Python program called `fryer.py` that reads some input text from a single positional argument on the command line (which could be a file to read) and transforms the text by dropping the “g” from words two-syllable words ending in “-ing” and also changes “you” to “y’all”. Be mindful to keep the case the same on the first letter, e.g, “You” should become “Y’all,” “Hunting” should become “Huntin”’.

```
$ ./fryer.py
usage: fryer.py [-h] str
fryer.py: error: the following arguments are required: str
$ ./fryer.py -h
usage: fryer.py [-h] str

Southern fry text

positional arguments:
  str                Input text or file

optional arguments:
  -h, --help        show this help message and exit
$ ./fryer.py you
y'all
$ ./fryer.py Fishing
Fishin'
$ ./fryer.py string
string
$ cat tests/input1.txt
So I was fixing to ask him, "Do you want to go fishing?" I was dying
to go for a swing and maybe do some swimming, too.
$ ./fryer.py tests/input1.txt
So I was fixin' to ask him, "Do y'all want to go fishing?" I was dyin'
to go for a swing and maybe do some swimmin', too.
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import re
6  import sys
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='Southern fry text',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('text', metavar='str', help='Input text or file')
17
18     return parser.parse_args()
19
20
21 # -----
22 def fry(word):
23     """
24     Drop the 'g' from '-ing' words, change "you" to "y'all"
25     """
26
27     ing_word = re.search('(.+)ing([:;,.?])?$', word)
28     you = re.match('([Yy])ou$', word)
29
30     if ing_word:
31         prefix = ing_word.group(1)
32         if re.search('[aeiouy]', prefix):
33             return prefix + "in" + (ing_word.group(2) or '')
34     elif you:
35         return you.group(1) + "'all"
36
37     return word
38
39
40 # -----
41 def main():
42     """Make a jazz noise here"""
43
```

```

44     args = get_args()
45     text = args.text
46
47     if os.path.isfile(text):
48         text = open(text).read()
49
50     for line in text.splitlines():
51         print(' '.join(map(fry, line.rstrip().split()))
52
53
54     # -----
55     if __name__ == '__main__':
56         main()

```

## Chapter 21: License Plates

Write a Python program called `license.py` that will create a regular expression for a license plate that accounts for characters and numbers which might be confused according to the following list:

- 5 S
- X K Y
- 1 I
- 3 E
- 0 O Q
- M N
- U V W
- 2 8

Print the plate, the regular expression that would match that plate with all possible ambiguities, and then print all possible combinations of plates that includes the options along with the result of comparing the regular expression you created to the generated plate.

```
$ ./license.py
usage: license.py [-h] PLATE
license.py: error: the following arguments are required: PLATE
$ ./license.py -h
usage: license.py [-h] PLATE
```

License plate regular expression

positional arguments:

PLATE            License plate

optional arguments:

-h, --help show this help message and exit

```
$ ./license.py ABC1234
plate = "ABC1234"
regex = "^ABC[1I] [27] [3E] 4$"
ABC1234 OK
ABC12E4 OK
ABC1734 OK
ABC17E4 OK
ABCI234 OK
ABCI2E4 OK
ABCI734 OK
ABCI7E4 OK
$ ./license.py 123456
plate = "123456"
regex = "^[1I] [27] [3E] 4[5S] 6$"
```

```

123456 OK
1234S6 OK
12E456 OK
12E4S6 OK
173456 OK
1734S6 OK
17E456 OK
17E4S6 OK
I23456 OK
I234S6 OK
I2E456 OK
I2E4S6 OK
I73456 OK
I734S6 OK
I7E456 OK
I7E4S6 OK

```

Owing to the vagaries of the typefaces chosen by different states as well as the wear of the plates themselves, it would seem to me that people might easily confuse certain letters and numbers on plates. In the above example, **ABC1234**, the number 1 might look like the letter I, so the plate could be **ABD1234** or **ABCI234**. Granted, most license plates follow a pattern of using only letters in some spots and numbers in others, e.g., 3 letters plus 4 numbers, but I want to focus on all possibilities in this problem both because it makes the problem a bit easier and also because it doesn't have to worry about how each state formats their plates. Additionally, I want to account for customized plates that do not follow any pattern and might use any combination of characters.

I represented the above confusion table as a list of tuples. At first I thought I might use a dictionary, but there is a problem when three characters are involved, e.g., 0, O, and Q. I iterate through each character in the provided plate and decide if the character exists in any of the tuples. If so, I represent that position in the regular expression as a choice; if not, it is just the character.

If you think about a regular expression as a graph, it starts with the first character, e.g., **A** which must be followed by **B** which must be followed by **C** which must be followed by either a **1** or an **I** which must be followed by a **2** or a **7**, etc.

```

          1          2          3
A -> B -> C -> <   > -> <   > -> <   > -> 4
          I          7          E

```

In creating all the possible plates from your regular expression, you are making concrete what the regular expression is, well, ... expressing. I find `itertools.product` to be just the ticket for creating all those possibilities, which must be sorted for the sake of the test.

## Solution

```
1  #!/usr/bin/env python3
2  """License plate regular expression"""
3
4  import argparse
5  import re
6  import sys
7  from itertools import product
8
9
10 # -----
11 def get_args():
12     """get command-line arguments"""
13     parser = argparse.ArgumentParser(
14         description='License plate regular expression',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('plate', metavar='PLATE', help='License plate')
18
19     return parser.parse_args()
20
21
22 # -----
23 def main():
24     """Make a jazz noise here"""
25     args = get_args()
26     plate = args.plate
27     mixups = [('5', 'S'), ('X', 'K', 'Y'), ('1', 'I'), ('3', 'E'),
28              ('0', 'O', 'Q'), ('M', 'N'), ('U', 'V', 'W'), ('2', '7')]
29
30     chars = []
31     for char in plate:
32         group = list(filter(lambda t: char in t, mixups))
33         if group:
34             chars.append(group[0])
35         else:
36             chars.append((char, ))
37
38     regex = '^{}$'.format(''.join(
39         map(lambda t: '[' + ''.join(t) + ']' if len(t) > 1 else t[0], chars)))
40
41     print('plate = {}'.format(plate))
42     print('regex = {}'.format(regex))
43
```

```
44     for possible in sorted(product(*chars)):
45         s = ''.join(possible)
46         print(s, 'OK' if re.search(regex, s) else 'NO')
47
48
49 # -----
50 if __name__ == '__main__':
51     main()
```



## Chapter 22: Markov Chains for Words

Write a Python program called `markov.py` that uses the Markov chain algorithm to generate new words from a set of training files. The program should take one or more positional arguments which are files that you read, word-by-word, and note the options of letters after a given `-k|--kmer_size` (default 2) grouping of letters. E.g., in the word “alabama” with `k=1`, the frequency table will look like:

```
a = 1, b, m
l = a
b = a
m = a
```

That is, given this training set, if you started with `l` you could only choose an `a`, but if you have `a` then you could choose `l`, `b`, or `m`.

The program should generate `-n|--num_words` words (default 10), each a random size between `k + 2` and a `-m|--max_word` size (default 12). Be sure to accept `-s|--seed` to pass to `random.seed`. My solution also takes a `-d|--debug` flag that will emit debug messages to `.log` for you to inspect.

Chose the best words and create definitions for them:

- yulcogicism: the study of Christmas gnostics
- umjump: skateboarding trick
- callots: insignia of officers in Greek army
- urchenev: fungal growth found under cobblestones

```
$ ./markov.py
usage: markov.py [-h] [-n int] [-k int] [-m int] [-s int] [-d] FILE [FILE ...]
markov.py: error: the following arguments are required: FILE
$ ./markov.py -h
usage: markov.py [-h] [-n int] [-k int] [-m int] [-s int] [-d] FILE [FILE ...]
```

Markov chain for characters/words

positional arguments:

FILE	Training file(s)
------	------------------

optional arguments:

<code>-h, --help</code>	show this help message and exit
<code>-n int, --num_words int</code>	Number of words to generate (default: 10)
<code>-k int, --kmer_size int</code>	Kmer size (default: 2)
<code>-m int, --max_word int</code>	Max word length (default: 12)

```

-s int, --seed int    Random seed (default: None)
-d, --debug          Debug to ".log" (default: False)
$ ./markov.py /usr/share/dict/words -s 1
1: oveli
2: uming
3: uylatiteda
4: owsh
5: uuse
6: ismandl
7: efortai
8: eyhopy
9: auretrab
10: ozogralach
$ ./markov.py ../inputs/const.txt -s 2 -k 3
1: romot
2: leasonsusp
3: gdoned
4: bunablihed
5: neithere
6: achmen
7: reason
8: nmentyone
9: effereof
10: eipts

```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import logging
5  import os
6  import random
7  import re
8  import sys
9  from collections import defaultdict
10
11
12  # -----
13  def get_args():
14      """Get command-line arguments"""
15
16      parser = argparse.ArgumentParser(
17          description='Markov chain for characters/words',
18          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
19
20      parser.add_argument('file',
21                          metavar='FILE',
22                          nargs='+',
23                          help='Training file(s)')
24
25      parser.add_argument('-n',
26                          '--num_words',
27                          help='Number of words to generate',
28                          metavar='int',
29                          type=int,
30                          default=10)
31
32      parser.add_argument('-k',
33                          '--kmer_size',
34                          help='Kmer size',
35                          metavar='int',
36                          type=int,
37                          default=2)
38
39      parser.add_argument('-m',
40                          '--max_word',
41                          help='Max word length',
42                          metavar='int',
43                          type=int,
```

```

44             default=12)
45
46     parser.add_argument('-s',
47                         '--seed',
48                         help='Random seed',
49                         metavar='int',
50                         type=int,
51                         default=None)
52
53     parser.add_argument('-d',
54                         '--debug',
55                         help='Debug to ".log"',
56                         action='store_true')
57
58     return parser.parse_args()
59
60
61 # -----
62 def main():
63     """Make a jazz noise here"""
64
65     args = get_args()
66     k = args.kmer_size
67     random.seed(args.seed)
68
69     logging.basicConfig(
70         filename='.log',
71         filemode='w',
72         level=logging.DEBUG if args.debug else logging.CRITICAL)
73
74     # debate use of set/list in terms of letter frequencies
75     chains = defaultdict(list)
76     for file in args.file:
77         for line in open(file):
78             for word in line.lower().split():
79                 word = re.sub('[^a-z]', '', word)
80                 for i in range(0, len(word) - k):
81                     kmer = word[i:i + k + 1]
82                     chains[kmer[:-1]].append(kmer[-1])
83
84     logging.debug(chains)
85
86     kmers = list(chains.keys())
87     starts = set()
88
89     for i in range(1, args.num_words + 1):

```

```

90         word = ''
91         while not word:
92             kmer = random.choice(kmers)
93             if not kmer in starts and chains[kmer] and re.search(
94                 '[aeiou]', kmer):
95                 starts.add(kmer)
96                 word = kmer
97
98         length = random.choice(range(k + 2, args.max_word))
99         logging.debug('Make a word {} long starting with "{}".format(
100             length, word))
101         while len(word) < length:
102             if not chains[kmer]: break
103             char = random.choice(list(chains[kmer]))
104             logging.debug('char = "{}".format(char))
105             word += char
106             kmer = kmer[1:] + char
107
108         logging.debug('word = "{}".format(word))
109         print('{:3}: {}'.format(i, word))
110
111
112     # -----
113     if __name__ == '__main__':
114         main()

```

## Chapter 23: Pig Latin

Write a Python program named `piggie.py` that takes one or more file names as positional arguments and converts all the words in them into “Pig Latin” (see rules below). Write the output to a directory given with the flags `-o|--outdir` (default `out-yay`) using the same basename as the input file, e.g., `input/foo.txt` would be written to `out-yay/foo.txt`.

if a file argument names a non-existent file, print a warning to `STDERR` and skip that file. If the output directory does not exist, create it.

### Pig Latin Rules

1. If the word begins with consonants, e.g., “k” or “ch”, move them to the end of the word and append “ay” so that “mouse” becomes “ouse-may” and “chair” becomes “air-chay.”
2. If the word begins with a vowel, simply append “-yay” to the end, so “apple” is “apple-yay.”

```
$ ./piggie.py
usage: piggie.py [-h] [-o str] FILE [FILE ...]
piggie.py: error: the following arguments are required: FILE
$ ./piggie.py -h
usage: piggie.py [-h] [-o str] FILE [FILE ...]
```

Convert to Pig Latin

```
positional arguments:
  FILE                  Input file(s)

optional arguments:
  -h, --help            show this help message and exit
  -o str, --outdir str  Output directory (default: out-yay)
[cholla@~/work/python/playful_python/piggie]$ ./piggie.py
usage: piggie.py [-h] [-o str] FILE [FILE ...]
piggie.py: error: the following arguments are required: FILE
[cholla@~/work/python/playful_python/piggie]$ ./piggie.py -h
usage: piggie.py [-h] [-o str] FILE [FILE ...]
```

Convert to Pig Latin

```
positional arguments:
  FILE                  Input file(s)

optional arguments:
```

```

    -h, --help            show this help message and exit
    -o str, --outdir str  Output directory (default: out-yay)
$ ./piggie.py ../inputs/sonnet-29.txt
    1: sonnet-29.txt
Done, wrote 1 file to "out-yay".
$ head out-yay/sonnet-29.txt
onnet-Say 29-yay
illiam-Way akespeare-Shay

```

```

en-Whay, in-yay isgrace-day ith-way ortune-fay and-yay en-may's-yay eyes-yay,
I-yay all-yay alone-yay eweep-bay y-may outcast-yay ate-stay,
And-yay ouble-tray eaf-day eaven-hay ith-way y-may ootless-bay ies-cray,
And-yay ook-lay upon-yay elf-mysay and-yay urse-cay y-may ate-fay,
ishing-Way e-may ike-lay o-tay one-yay ore-may ich-ray in-yay ope-hay,
eatured-Fay ike-lay im-hay, ike-lay im-hay ith-way iends-fray ossessed-pay,
esiring-Day is-thay an-may's-yay art-yay and-yay at-thay an-may's-yay ope-s cay,

```

## Solution

```
1  #!/usr/bin/env python3
2  """Convert text to Pig Latin"""
3
4  import argparse
5  import os
6  import re
7  import string
8  from dire import warn
9
10
11  # -----
12  def get_args():
13      """get command-line arguments"""
14
15      parser = argparse.ArgumentParser(
16          description='Convert to Pig Latin',
17          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
18
19      parser.add_argument('file',
20                          metavar='FILE',
21                          nargs='+',
22                          help='Input file(s)')
23
24      parser.add_argument('-o',
25                          '--outdir',
26                          help='Output directory',
27                          metavar='str',
28                          type=str,
29                          default='out-yay')
30
31      return parser.parse_args()
32
33
34  # -----
35  def main():
36      """Make a jazz noise here"""
37
38      args = get_args()
39      out_dir = args.outdir
40
41      if not os.path.isdir(out_dir):
42          os.makedirs(out_dir)
43
```



```

44     num_files = 0
45     for i, file in enumerate(args.file, start=1):
46         basename = os.path.basename(file)
47         out_file = os.path.join(out_dir, basename)
48         out_fh = open(out_file, 'wt')
49         print('{:3}: {}'.format(i, basename))
50
51         if not os.path.isfile(file):
52             warn("{} is not a file.".format(file))
53             continue
54
55         num_files += 1
56         for line in open(file):
57             for bit in re.split(r"([\w']+)", line):
58                 out_fh.write(pig(bit))
59
60         out_fh.close()
61
62     print('Done, wrote {} file{} to "{}".'.format(
63         num_files, ' ' if num_files == 1 else 's', out_dir))
64
65
66 # -----
67 def pig(word):
68     """Create Pig Latin version of a word"""
69
70     if re.match(r"^[^\w]+$", word):
71         consonants = re.sub('[aeiouAEIOU]', '', string.ascii_letters)
72         match = re.match('^([' + consonants + ']+)(.+)', word)
73         if match:
74             word = '-'.join([match.group(2), match.group(1) + 'ay'])
75         else:
76             word = word + '-yay'
77
78     return word
79
80
81 # -----
82 if __name__ == '__main__':
83     main()

```

## Chapter 24: Soundex Rhymers

Write a Python program called `rhymers.py` that uses the Soundex algorithm/module to find words that rhyme with a given input word. When comparing words, it would be best to discount any leading consonants, e.g., the words “listen” and “glisten” rhyme but only if you compare the “isten” part. The program should take an optional `-w|--wordlist` argument (default `/usr/share/dict/words`) for the comparisons.

See also:

- <https://en.wikipedia.org/wiki/Soundex>
- <https://pypi.org/project/soundex/>

```
$ ./rhymers.py
usage: rhymers.py [-h] [-w str] str
rhymers.py: error: the following arguments are required: str
[cholla@~/work/python/playful_python/soundex-rhymers]$ ./rhymers.py -h
usage: rhymers.py [-h] [-w str] str
```

Use Soundex to find rhyming words

positional arguments:

str	Word
-----	------

optional arguments:

-h, --help	show this help message and exit
-w str, --wordlist str	Wordlist (default: /usr/share/dict/words)

```
$ ./rhymers.py orange | head
boring
borning
boronic
borrowing
chloranemic
chlorinize
chlorinous
chorionic
choromantic
clowring
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import re
5  import soundex
6  import string
7  import sys
8
9
10 # -----
11 def get_args():
12     """get command-line arguments"""
13     parser = argparse.ArgumentParser(
14         description='Use Soundex to find rhyming words',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('word', metavar='str', help='Word')
18
19     parser.add_argument('-w',
20                         '--wordlist',
21                         metavar='str',
22                         help='Wordlist',
23                         default='/usr/share/dict/words')
24
25     return parser.parse_args()
26
27
28 # -----
29 def main():
30     """Make a jazz noise here"""
31     args = get_args()
32     word = args.word
33     wordlist = args.wordlist
34
35     stem = word
36     consonants = [c for c in string.ascii_lowercase if c not in 'aeiou']
37     regex = re.compile('^[' + ''.join(consonants) + ']+(.)')
38
39     def stemmer(word):
40         match = regex.search(word)
41         return match.group(1) if match else word
42
43     sndx = soundex.Soundex()
```

```
44     cmp = sndx.soundex(stemmer(word))
45
46     for line in open(wordlist):
47         for w in line.split():
48             if w != word and sndx.soundex(stemmer(w)) == cmp:
49                 print(w)
50
51
52 # -----
53 if __name__ == '__main__':
54     main()
```

## Chapter 25: Substring Guessing Game

Write a Python program called `sub.py` that plays a guessing game where you read a `-f|--file` input (default `/usr/share/dict/words`) and use a given `-k|--ksize` to find all the words grouped by their shared kmers. Remove any kmers where the number of words is fewer than `-m|--min_words`. Also accept a `-s|--seed` for `random.seed` for testing purposes. Prompt the user to guess a word for a randomly chosen kmer. If their guess is not present in the shared list, taunt them mercilessly. If their guess is present, affirm their worth and prompt to guess again. Allow them to use `!` to quit and `?` to be provided a hint (a word from the list). For both successful guesses and hints, remove the word from the shared list. When they have quit or exhausted the list, quit play. At the end of the game, report the number of found words.

```
$ ./sub.py -h
```

```
usage: sub.py [-h] [-f str] [-s int] [-m int] [-k int]
```

Find words sharing a substring

optional arguments:

```
-h, --help            show this help message and exit
-f str, --file str     Input file (default: /usr/share/dict/words)
-s int, --seed int     Random seed (default: None)
-m int, --min_words int
                        Minimum number of words for a given kmer (default: 3)
-k int, --ksize int    Size of k (default: 4)
```

```
$ ./sub.py
```

```
Name a word that contains "slak" [!=quit, ?=hint] (10 left) slake
```

```
Totes! "slake" is found!
```

```
Name a word that contains "slak" [!=quit, ?=hint] (9 left) ?
```

```
For instance, "breislakite"...
```

```
Name a word that contains "slak" [!=quit, ?=hint] (8 left) unslakable
```

```
Totes! "unslakable" is found!
```

```
Name a word that contains "slak" [!=quit, ?=hint] (7 left) q
```

```
What is wrong with you?
```

```
Name a word that contains "slak" [!=quit, ?=hint] (7 left) !
```

```
Quitter!
```

```
Hey, you found 2 words! Not bad.
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import random
6  import re
7  import sys
8  from collections import defaultdict
9  from dire import die
10
11
12  # -----
13  def get_args():
14      """get command-line arguments"""
15      parser = argparse.ArgumentParser(
16          description='Find words sharing a substring',
17          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
18
19      parser.add_argument('-f',
20                          '--file',
21                          metavar='str',
22                          help='Input file',
23                          type=str,
24                          default='/usr/share/dict/words')
25
26      parser.add_argument('-s',
27                          '--seed',
28                          help='Random seed',
29                          metavar='int',
30                          type=int,
31                          default=None)
32
33      parser.add_argument('-m',
34                          '--min_words',
35                          help='Minimum number of words for a given kmer',
36                          metavar='int',
37                          type=int,
38                          default=3)
39
40      parser.add_argument('-k',
41                          '--ksize',
42                          help='Size of k',
43                          metavar='int',
```

```

44                                     type=int,
45                                     default=4)
46
47     return parser.parse_args()
48
49
50 # -----
51 def get_words(file):
52     """Get words from input file"""
53
54     if not os.path.isfile(file):
55         die("{} is not a file")
56
57     words = set()
58     for line in open(file):
59         for word in line.split():
60             words.add(re.sub('[^a-zA-Z0-9]', '', word.lower()))
61
62     if not words:
63         die('No usable words in "{}".format(file))
64
65     return words
66
67 # -----
68 def get_kmers(words, k, min_words):
69     """ Find all words sharing kmers"""
70
71
72     if k <= 1:
73         die('-k "{}" must be greater than 1'.format(k))
74
75     shared = defaultdict(list)
76     for word in words:
77         for kmer in [word[i:i + k] for i in range(len(word) - k + 1)]:
78             shared[kmer].append(word)
79
80     # Select kmers having enough words (can't use `pop`!)
81
82     # Method 1: for loop
83     ok = dict()
84     for kmer in shared:
85         if len(shared[kmer]) >= min_words:
86             ok[kmer] = shared[kmer]
87
88     # Method 2: list comprehension
89     # ok = dict([(kmer, shared[kmer]) for kmer in shared

```

```

90         #             if len(shared[kmer]) >= min_words])
91
92     # Method 3: map/filter
93     # ok = dict(
94     #         map(lambda kmer: (kmer, shared[kmer]),
95     #             filter(lambda kmer: len(shared[kmer]) >= min_words,
96     #                 shared.keys()))))
97
98     return ok
99
100
101 # -----
102 def main():
103     """Make a jazz noise here"""
104
105     args = get_args()
106
107     random.seed(args.seed)
108
109     shared = get_kmers(get_words(args.file), args.ksize, args.min_words)
110
111     # Choose a kmer, setup game state
112     kmer = random.choice(list(shared.keys()))
113     guessed = set()
114     found = []
115     prompt = 'Name a word that contains "{}" [!=quit, ?=hint] '.format(kmer)
116     compliments = ['Nice', 'Rock on', 'Totes', 'Fantastic', 'Excellent']
117     taunts = [
118         'Surely you jest!', 'Are you kidding me?',
119         'You must have rocks for brains.', 'What is wrong with you?'
120     ]
121
122     #print(kmer, shared[kmer])
123
124     while True:
125         num_left = len(shared[kmer])
126         if num_left == 0:
127             print('No more words!')
128             break
129
130         guess = input(prompt + '({} left) '.format(num_left)).lower()
131
132         if guess == '?':
133             # Provide a hint
134             pos = random.choice(range(len(shared[kmer])))
135             word = shared[kmer].pop(pos)

```



```

136         print('For instance, "{}"...'.format(word))
137
138     elif guess == '!':
139         # Bail
140         print('Quitter!')
141         break
142
143     elif guess in guessed:
144         # Chastise
145         print('You have already guessed "{}"'.format(guess))
146
147     elif guess in shared[kmer]:
148         # Remove the word, feedback with compliment
149         pos = shared[kmer].index(guess)
150         word = shared[kmer].pop(pos)
151         print('{}! "{}" is found!'.format(random.choice(compliments),
152                                           word))
153         found.append(word)
154         guessed.add(guess)
155
156     else:
157         # Taunt
158         print(random.choice(taunts))
159
160     # Game over, man!
161     if found:
162         n = len(found)
163         print('Hey, you found {} word{}! Not bad.'.format(
164             n, '' if n == 1 else 's'))
165     else:
166         print('Wow, you found no words. You suck!')
167
168
169     # -----
170 if __name__ == '__main__':
171     main()

```

## Chapter 26: Tic-Tac-Toe Outcome

Create a Python program called `outcome.py` that takes a given Tic-Tac-Toe state as its only (positional) argument and reports if X or O has won or if there is no winner. The state should only contain the characters “.”, “O”, and “X”, and must be exactly 9 characters long. If there is not exactly one argument, print a “usage” statement.

```
$ ./outcome.py
Usage: outcome.py STATE
$ ./outcome.py ..X.OA..X
State "..X.OA..X" must be 9 characters of only ., X, O
$ ./outcome.py ..X.OX...
No winner
$ ./outcome.py ..X.OX..X
X has won
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import os
4  import re
5  import sys
6
7
8  # -----
9  def main():
10     args = sys.argv[1:]
11
12     if len(args) != 1:
13         print('Usage: {} STATE'.format(os.path.basename(sys.argv[0])))
14         sys.exit(1)
15
16     state = args[0]
17
18     if not re.search('^[XO]{9}$', state):
19         print('State "{}" must be 9 characters of only ., X, O'.format(state),
20               file=sys.stderr)
21         sys.exit(1)
22
23     winning = [[0, 1, 2], [3, 4, 5], [6, 7, 8], [0, 3, 6], [1, 4, 7],
24               [2, 5, 8], [0, 4, 8], [2, 4, 6]]
25
26     winner = 'No winner'
27
28     # for player in ['X', 'O']:
29     #     for combo in winning:
30     #         i, j, k = combo
31     #         if state[i] == player and state[j] == player and state[k] == player:
32     #             winner = player
33     #             break
34
35     # for player in ['X', 'O']:
36     #     for combo in winning:
37     #         chars = []
38     #         for i in combo:
39     #             chars.append(state[i])
40
41     #         if ''.join(chars) == player * 3:
42     #             winner = player
43     #             break
```

```

44
45     # for player in ['X', 'O']:
46     #     for i, j, k in winning:
47     #         chars = ''.join([state[i], state[j], state[k]])
48     #         if ''.join(chars) == '{}{}{}'.format(player, player, player):
49     #             winner = player
50     #             break
51
52     for player in ['X', 'O']:
53         for i, j, k in winning:
54             combo = [state[i], state[j], state[k]]
55             if combo == [player, player, player]:
56                 winner = '{} has won'.format(player)
57                 break
58
59     # for combo in winning:
60     #     group = list(map(lambda i: state[i], combo))
61     #     for player in ['X', 'O']:
62     #         if all(x == player for x in group):
63     #             winner = player
64     #             break
65
66     print(winner)
67
68
69     # -----
70 if __name__ == '__main__':
71     main()

```

## Chapter 27: Twelve Days of Christmas

Write a Python program called `twelve_days.py` that will generate the “Twelve Days of Christmas” song up to the `-n|--number_days` argument (default 12), writing the resulting text to the `-o|--outfile` argument (default STDOUT).

```
$ ./twelve_days.py -h
usage: twelve_days.py [-h] [-o str] [-n int]
```

Twelve Days of Christmas

optional arguments:

```
-h, --help            show this help message and exit
-o str, --outfile str  Outfile (STDOUT) (default: )
-n int, --number_days int
                        Number of days to sing (default: 12)
```

```
$ ./twelve_days.py -n 1
On the first day of Christmas,
My true love gave to me,
A partridge in a pear tree.
```

```
$ ./twelve_days.py -n 3
On the first day of Christmas,
My true love gave to me,
A partridge in a pear tree.
```

```
On the second day of Christmas,
My true love gave to me,
Two turtle doves,
And a partridge in a pear tree.
```

```
On the third day of Christmas,
My true love gave to me,
Three French hens,
Two turtle doves,
And a partridge in a pear tree.
```

```
$ ./twelve_days.py -o out
$ wc -l out
    113 out
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import sys
5  from dire import die
6
7
8  # -----
9  def get_args():
10     """get command-line arguments"""
11     parser = argparse.ArgumentParser(
12         description='Twelve Days of Christmas',
13         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
14
15     parser.add_argument('-o',
16                         '--outfile',
17                         help='Outfile (STDOUT)',
18                         metavar='str',
19                         type=str,
20                         default='')
21
22     parser.add_argument('-n',
23                         '--number_days',
24                         help='Number of days to sing',
25                         metavar='int',
26                         type=int,
27                         default=12)
28
29     return parser.parse_args()
30
31
32 # -----
33 def main():
34     """Make a jazz noise here"""
35
36     args = get_args()
37     out_file = args.outfile
38     num_days = args.number_days
39     out_fh = open(out_file, 'wt') if out_file else sys.stdout
40
41     days = {
42         12: 'Twelve drummers drumming',
43         11: 'Eleven pipers piping',
```

```

44         10: 'Ten lords a leaping',
45         9: 'Nine ladies dancing',
46         8: 'Eight maids a milking',
47         7: 'Seven swans a swimming',
48         6: 'Six geese a laying',
49         5: 'Five gold rings',
50         4: 'Four calling birds',
51         3: 'Three French hens',
52         2: 'Two turtle doves',
53         1: 'a partridge in a pear tree',
54     }
55
56     ordinal = {
57         12: 'twelfth', 11: 'eleven', 10: 'tenth',
58         9: 'ninth', 8: 'eighth', 7: 'seventh',
59         6: 'sixth', 5: 'fifth', 4: 'fourth',
60         3: 'third', 2: 'second', 1: 'first',
61     }
62
63     if not num_days in days:
64         die('Cannot sing "{}" days'.format(num_days))
65
66     for i in range(1, num_days + 1):
67         first = 'On the {} day of Christmas,\nMy true love gave to me,'
68         out_fh.write(first.format(ordinal[i]) + '\n')
69         for j in reversed(range(1, i + 1)):
70             if j == 1:
71                 if i == 1:
72                     out_fh.write('{}.\n'.format(days[j].title()))
73                 else:
74                     out_fh.write('And {}.\n'.format(days[j]))
75             else:
76                 out_fh.write('{},\n'.format(days[j]))
77
78         if i < max(days.keys()):
79             out_fh.write('\n')
80
81
82     # -----
83     if __name__ == '__main__':
84         main()

```

## Chapter 28: War

The generation of random numbers is too important to be left to chance. – Robert R. Coveyou

Create a Python program called `war.py` that plays the card game “War.” The program will use the `random` module to shuffle a deck of cards, so your program will need to accept a `-s|--seed` argument (default: `None`) which you will use to call `random.seed`, if present.

First your program will need to create a deck of cards. You will need to use the Unicode symbols for the suites ( ) [which won’t display in the PDF, so consult the Markdown file] and combine those with the numbers 2-10 and the letters “J”, “Q”, “K”, and “A.” (hint: look at `itertools.product`).

```
>>> from itertools import product
>>> a = list('AB')
>>> b = range(2)
>>> list(product(a, b))
[('A', 0), ('A', 1), ('B', 0), ('B', 1)]
```

**NB:** You must sort your deck and then use the `random.shuffle` method so that your cards will be in the correct order to pass the tests!

In the real game of War, the cards are shuffled and then dealt one card each first to the non-dealer, then to the dealer, until all cards are dealt and each player has 26 cards. We will not be modeling this behavior. When writing your version of the game, simply `pop` two cards off the deck as the cards for player 1 and player 2, respectively. Compare the two cards by ignoring the suite and evaluating the value where 2 is the lowest and Aces are the highest. When two cards have the same values (e.g., two 5s or two Jacks), print “WAR!” In the real game, this initiates a sub-game of War which is a “recursive” algorithm which we will not bother modeling. Keep track of which player wins each round where no points are awarded in a tie. At the end, report the points for each player and state the winner. In the event of a tie, print “DRAW.”

```
$ ./war.py -h
usage: war.py [-h] [-s int]
```

“War” cardgame

optional arguments:

```
  -h, --help            show this help message and exit
  -s int, --seed int    Random seed (default: None)
$ ./war.py -s 1
9   J P2
A   5 P1
4   8 P2
```



```

6 3 P1
5 3 P1
K 10 P1
7 7 WAR!
2 4 P2
2 10 P2
6 5 P1
2 6 P2
4 8 P2
J 9 P1
10 Q P2
8 7 P1
K Q P1
10 2 P1
9 9 WAR!
8 J P2
3 5 P2
Q 4 P1
6 A P2
K 7 P1
Q 3 P1
A K P1
A J P1
P1 14 P2 10: Player 1 wins
$ ./war.py -s 2
4 6 P2
K J P1
J 4 P1
7 4 P1
Q 10 P1
5 3 P1
K 9 P1
2 Q P2
7 A P2
3 A P2
5 8 P2
2 10 P2
10 K P2
2 3 P2
Q 8 P1
6 J P2
6 8 P2
8 7 P1
5 2 P1
6 J P2
9 9 WAR!

```

```

K   A P2
10  Q P2
7   5 P1
9   A P2
4   3 P1
P1 11 P2 14: Player 2 wins
$ ./war.py -s 10
J   3 P1
2   5 P2
Q  10 P1
10  4 P1
6   5 P1
3   J P2
K   8 P1
5   8 P2
5   3 P1
J  10 P1
10  J P2
A   7 P1
K   Q P1
7   A P2
9   9 WAR!
2   6 P2
K   A P2
6   Q P2
8   9 P2
3   7 P2
8   Q P2
6   4 P1
7   2 P1
4   4 WAR!
9   2 P1
K   A P2
P1 12 P2 12: DRAW

```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import random
5  import sys
6  from itertools import product
7
8
9  # -----
10 def get_args():
11     """get command-line arguments"""
12     parser = argparse.ArgumentParser(
13         description='War cardgame',
14         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
15
16     parser.add_argument('-s',
17                         '--seed',
18                         help='Random seed',
19                         metavar='int',
20                         type=int,
21                         default=None)
22
23     return parser.parse_args()
24
25
26 # -----
27 def main():
28     """Make a jazz noise here"""
29     args = get_args()
30     seed = args.seed
31
32     if seed is not None:
33         random.seed(seed)
34
35     suits = list(' ')
36     values = list(map(str, range(2, 11))) + list('JQKA')
37     cards = sorted(map(lambda t: '{}{}'.format(*t), product(suits, values)))
38     random.shuffle(cards)
39
40     p1_wins = 0
41     p2_wins = 0
42
43     card_value = dict(
```

```

44         list(map(lambda t: list(reversed(t)), enumerate(list(values))))
45
46     while cards:
47         p1, p2 = cards.pop(), cards.pop()
48         v1, v2 = card_value[p1[1:]], card_value[p2[1:]]
49         res = ''
50
51         if v1 > v2:
52             p1_wins += 1
53             res = 'P1'
54         elif v2 > v1:
55             p2_wins += 1
56             res = 'P2'
57         else:
58             res = 'WAR!'
59
60         print('{:>3} {:>3} {}'.format(p1, p2, res))
61
62     print('P1 {} P2 {}: {}'.format(
63         p1_wins, p2_wins, 'Player 1 wins' if p1_wins > p2_wins else
64         'Player 2 wins' if p2_wins > p1_wins else 'DRAW'))
65
66
67 # -----
68 if __name__ == '__main__':
69     main()

```

## Chapter 29: Anagram

Write a program called `presto.py` that will find anagrams of a given positional argument. The program should take an optional `-w|--wordlist` (default `/usr/share/dict/words`) and produce output that includes combinations of `-n|num_combos` words (default 1) that are anagrams of the given input.

```
$ ./presto.py
usage: presto.py [-h] [-w str] [-n int] [-d] str
presto.py: error: the following arguments are required: str
$ ./presto.py -h
usage: presto.py [-h] [-w str] [-n int] [-d] str

Find anagrams

positional arguments:
  str                  Input text

optional arguments:
  -h, --help            show this help message and exit
  -w str, --wordlist str
                        Wordlist (default: /usr/share/dict/words)
  -n int, --num_combos int
                        Number of words combination to test (default: 1)
  -d, --debug           Debug (default: False)
$ ./presto.py presto
presto =
1. poster
2. repost
3. respot
4. stoper
$ ./presto.py listen
listen =
1. enlist
2. silent
3. tinsel
$ ./presto.py listen -n 2 | tail
82. sten li
83. te nils
84. ten lis
85. ten sil
86. ti lens
87. til ens
88. til sen
89. tin els
90. tin les
```

91. tinsel

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import logging
5  import os
6  import re
7  import sys
8  from collections import defaultdict, Counter
9  from itertools import combinations, permutations, product, chain
10 from dire import warn, die
11
12
13 # -----
14 def get_args():
15     """get command-line arguments"""
16     parser = argparse.ArgumentParser(
17         description='Find anagrams',
18         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
19
20     parser.add_argument('text', metavar='str', help='Input text')
21
22     parser.add_argument('-w',
23                         '--wordlist',
24                         help='Wordlist',
25                         metavar='str',
26                         type=str,
27                         default='/usr/share/dict/words')
28
29     parser.add_argument('-n',
30                         '--num_combos',
31                         help='Number of words combination to test',
32                         metavar='int',
33                         type=int,
34                         default=1)
35
36     parser.add_argument('-d', '--debug', help='Debug', action='store_true')
37
38     return parser.parse_args()
39
40
41 # -----
42 def main():
43     """Make a jazz noise here"""
```

```

44     args = get_args()
45     text = args.text
46     word_list = args.wordlist
47
48     if not os.path.isfile(word_list):
49         die('--wordlist "{}" is not a file'.format(word_list))
50
51     logging.basicConfig(
52         filename='.log',
53         filemode='w',
54         level=logging.DEBUG if args.debug else logging.CRITICAL)
55
56     words = defaultdict(set)
57     for line in open(word_list):
58         for word in line.split():
59             clean = re.sub('[^a-z0-9]', '', word.lower())
60             if len(clean) == 1 and clean not in 'ai':
61                 continue
62             words[len(clean)].add(clean)
63
64     text_len = len(text)
65     counts = Counter(text)
66     anagrams = set()
67     lengths = list(words.keys())
68     for i in range(1, args.num_combos + 1):
69         key_combos = list(
70             filter(
71                 lambda t: sum(t) == text_len,
72                 set(
73                     map(lambda t: tuple(sorted(t)),
74                       combinations(chain(lengths, lengths), i))))))
75
76     for keys in key_combos:
77         logging.debug('Searching keys {}'.format(keys))
78         word_combos = list(product(*list(map(lambda k: words[k], keys))))
79
80         for t in word_combos:
81             if Counter(''.join(t)) == counts:
82                 for p in filter(
83                     lambda x: x != text,
84                     map(lambda x: ' '.join(x), permutations(t))):
85                     anagrams.add(p)
86
87         logging.debug('# anagrams = {}'.format(len(anagrams)))
88
89     logging.debug('Finished searching')

```



```

90
91     if anagrams:
92         print('{} ='.format(text))
93         for i, t in enumerate(sorted(anagrams), 1):
94             print('{:4}. {}'.format(i, t))
95     else:
96         print('No anagrams for "{}".'.format(text))
97
98
99 # -----
100 if __name__ == '__main__':
101     main()

```

## Chapter 30: Hangman

Write a Python program called `hangman.py` that will play a game of Hangman which is a bit like “Wheel of Fortune” where you present the user with a number of elements indicating the length of a word. For our game, use the underscore `_` to indicate a letter that has not been guessed. The program should take `-n|--minlen` minimum length (default 5) and `-l|--maxlen` maximum length options (default 10) to indicate the minimum and maximum lengths of the randomly chosen word taken from the `-w|--wordlist` option (default `/usr/share/dict/words`). It also needs to take `-s|--seed` to for the random seed and the `-m|--misses` number of misses to allow the player.

To play, you will initiate an infinite loop and keep track of the game state, e.g., the word to guess, the letters already guessed, the letters found, the number of misses. As this is an interactive game, I cannot write an test suite, so you can play my version and then try to write one like it. If the user guesses a letter that is in the word, replace the `_` characters with the letter. If the user guesses the same letter twice, admonish them. If the user guesses a letter that is not in the word, increment the misses and let them know they missed. If the user guesses too many times, exit the game and insult them. If they correctly guess the word, let them know and exit the game.

```
$ ./hangman.py -h
usage: hangman.py [-h] [-l MAXLEN] [-n MINLEN] [-m MISSES] [-s SEED]
                  [-w WORDLIST]
```

Hangman

optional arguments:

```
-h, --help            show this help message and exit
-l MAXLEN, --maxlen MAXLEN
                        Max word length (default: 10)
-n MINLEN, --minlen MINLEN
                        Min word length (default: 5)
-m MISSES, --misses MISSES
                        Max number of misses (default: 10)
-s SEED, --seed SEED  Random seed (default: None)
-w WORDLIST, --wordlist WORDLIST
                        Word list (default: /usr/share/dict/words)
```

```
$ ./hangman.py
- - - - - (Misses: 0)
Your guess? ("?" for hint, "!" to quit) a
- - - - - (Misses: 1)
Your guess? ("?" for hint, "!" to quit) i
- - - - - i _ (Misses: 1)
Your guess? ("?" for hint, "!" to quit) e
```

```

_ _ _ _ _ i _ (Misses: 2)
Your guess? ("?" for hint, "!" to quit) o
_ o _ _ _ i _ (Misses: 2)
Your guess? ("?" for hint, "!" to quit) u
_ o _ _ _ i _ (Misses: 3)
Your guess? ("?" for hint, "!" to quit) y
_ o _ _ _ i _ (Misses: 4)
Your guess? ("?" for hint, "!" to quit) c
_ o _ _ _ i _ (Misses: 5)
Your guess? ("?" for hint, "!" to quit) d
_ o _ _ _ i _ (Misses: 6)
Your guess? ("?" for hint, "!" to quit) p
_ o _ _ _ i p (Misses: 6)
Your guess? ("?" for hint, "!" to quit) m
_ o _ _ _ i p (Misses: 7)
Your guess? ("?" for hint, "!" to quit) n
_ o _ _ _ i p (Misses: 8)
Your guess? ("?" for hint, "!" to quit) s
_ o s _ s _ i p (Misses: 8)
Your guess? ("?" for hint, "!" to quit) t
_ o s t s _ i p (Misses: 8)
Your guess? ("?" for hint, "!" to quit) h
You win. You guessed "hostship" with "8" misses!
$ ./hangman.py -m 2
_ _ _ _ _ _ _ _ _ (Misses: 0)
Your guess? ("?" for hint, "!" to quit) a
_ _ _ _ _ a _ _ a (Misses: 0)
Your guess? ("?" for hint, "!" to quit) b
_ _ _ _ _ a _ _ a (Misses: 1)
Your guess? ("?" for hint, "!" to quit) c
You lose, loser! The word was "metromania."

```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import random
6  import re
7  import sys
8  from dire import die
9
10
11  # -----
12  def get_args():
13      """parse arguments"""
14      parser = argparse.ArgumentParser(
15          description='Hangman',
16          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
17
18      parser.add_argument('-l',
19                          '--maxlen',
20                          help='Max word length',
21                          type=int,
22                          default=10)
23
24      parser.add_argument('-n',
25                          '--minlen',
26                          help='Min word length',
27                          type=int,
28                          default=5)
29
30      parser.add_argument('-m',
31                          '--misses',
32                          help='Max number of misses',
33                          type=int,
34                          default=10)
35
36      parser.add_argument('-s',
37                          '--seed',
38                          help='Random seed',
39                          type=str,
40                          default=None)
41
42      parser.add_argument('-w',
43                          '--wordlist',
```

```

44             help='Word list',
45             type=str,
46             default='/usr/share/dict/words')
47
48     return parser.parse_args()
49
50
51 # -----
52 def bail(msg):
53     """Print a message to STDOUT and quit with no error"""
54     print(msg)
55     sys.exit(0)
56
57 # -----
58
59 def main():
60     """main"""
61     args = get_args()
62     max_len = args.maxlen
63     min_len = args.minlen
64     max_misses = args.misses
65     wordlist = args.wordlist
66
67     random.seed(args.seed)
68
69     if not os.path.isfile(wordlist):
70         die('--wordlist "{}" is not a file.'.format(wordlist))
71
72     if min_len < 1:
73         die('--minlen must be positive')
74
75     if not 3 <= max_len <= 20:
76         die('--maxlen should be between 3 and 20')
77
78     if min_len > max_len:
79         die('--minlen ({}) is greater than --maxlen ({})'.format(
80             min_len, max_len))
81
82     good_word = re.compile('^([a-z]{' + str(min_len) + ',' + str(max_len) +
83                             '}$')
84     words = [w for w in open(wordlist).read().split() if good_word.match(w)]
85
86     word = random.choice(words)
87     play({'word': word, 'max_misses': max_misses})
88
89

```

```

90 # -----
91 def play(state):
92     """Loop to play the game"""
93     word = state.get('word') or ''
94
95     if not word: die('No word!')
96
97     guessed = state.get('guessed') or list('_' * len(word))
98     prev_guesses = state.get('prev_guesses') or set()
99     num_misses = state.get('num_misses') or 0
100    max_misses = state.get('max_misses') or 0
101
102    if ''.join(guessed) == word:
103        msg = 'You win. You guessed "{}" with "{}" miss{}!'
104        bail(msg.format(word, num_misses, ' ' if num_misses == 1 else 'es'))
105
106    if num_misses >= max_misses:
107        bail('You lose, loser! The word was "{}".'.format(word))
108
109    print('{} (Misses: {})'.format(' '.join(guessed), num_misses))
110    new_guess = input('Your guess? ("?" for hint, "!" to quit) ').lower()
111
112    if new_guess == '!':
113        bail('Better luck next time, loser.')
114    elif new_guess == '?':
115        new_guess = random.choice([x for x in word if x not in guessed])
116        num_misses += 1
117
118    if not re.match('[a-z]$', new_guess):
119        print('"{}" is not a letter'.format(new_guess))
120        num_misses += 1
121    elif new_guess in prev_guesses:
122        print('You already guessed that')
123    elif new_guess in word:
124        prev_guesses.add(new_guess)
125        last_pos = 0
126        while True:
127            pos = word.find(new_guess, last_pos)
128            if pos < 0:
129                break
130            elif pos >= 0:
131                guessed[pos] = new_guess
132                last_pos = pos + 1
133    else:
134        num_misses += 1
135

```

```
136     play({
137         'word': word,
138         'guessed': guessed,
139         'num_misses': num_misses,
140         'prev_guesses': prev_guesses,
141         'max_misses': max_misses
142     })
143
144
145 # -----
146 if __name__ == '__main__':
147     main()
```

## Chapter 31: Markov Chain

Write a Python program called `markov.py` that takes one or more text files as positional arguments for training. Use the `-n|--num_words` argument (default 2) to find clusters of words and the words that follow them, e.g., in “The Bustle” by Emily Dickinson:

```
The bustle in a house
The morning after death
Is solemnest of industries
Enacted upon earth,-
```

```
The sweeping up the heart,
And putting love away
We shall not want to use again
Until eternity.
```

If `n=1`, then we find that “The” can be followed by “bustle,” “morning,” and “sweeping. There is a”the” followed by “heart,” but we’re not going to alter the text in any way, including removing punctuation, so just use `str.split` on the text to break up the words.

To begin your text, choose a random word (or words) that begin with an uppercase letter. Then randomly select the next word in the chain, keep track of the floating window of the `-n` words, and keep selecting the next words until you have matched or exceeded the `-l|--length` argument of the number of characters (default 500) to emit at which point you should stop when you find a word that terminates with `.`, `!`, or `?`.

If you use `str.split` to get the words from the training text, you’ll be removing any newlines from the text, so use a `-w|--text_width` argument (default 70) to introduce newlines in the output before the text exceeds that number of characters on the line.

Because of the use of randomness, you should include a `-s|--seed` argument (default `None`) to pass to `random.seed`.

Occasionally you may chose a path that terminates. That is, in selecting the next word, you may find there is no next-next word. In that case, just exit the program.

My implementation includes a `-d|--debug` option that will write a `.log` file so you can inspect my data structures and logic as you write your own version.

You should find many diverse texts and use them all as training files with varying numbers for `-n` to see how the texts will be mixed. The results are endlessly entertaining.

```
$ ./markov.py
usage: markov.py [-h] [-l int] [-n int] [-s int] [-w int] [-d] FILE [FILE ...]
```



```
markov.py: error: the following arguments are required: FILE
$ ./markov.py -h
usage: markov.py [-h] [-l int] [-n int] [-s int] [-w int] [-d] FILE [FILE ...]
```

## Markov Chain

### positional arguments:

FILE	Training file(s)
------	------------------

### optional arguments:

-h, --help	show this help message and exit
-l int, --length int	Output length (characters) (default: 500)
-n int, --num_words int	Number of words (default: 2)
-s int, --seed int	Random seed (default: None)
-w int, --text_width int	Max number of characters per line (default: 70)
-d, --debug	Debug to ".log" (default: False)

```
$ ./markov.py ../inputs/const.txt
```

Discoveries; To constitute Tribunals inferior to the seat of the Senate and House of Representatives shall have been committed, which district shall have the Qualifications requisite for Electors of the sixth Year, so that one third may be imposed on such Importation, not exceeding three on the Journal. Neither House, during the Time of Adjournment, he may require it. No Bill of Attainder or ex post facto Law shall be established by Law: but the Party convicted shall nevertheless be liable and subject to their Consideration such Measures as he shall nominate, and by and with the Advice and Consent of the government of the United States under this Constitution, or, on the List the said Office, the same State claiming Lands under Grants of different States; between Citizens of each shall constitute a Quorum to do Business; but a smaller number may adjourn from day to day, and may be included within this Union, according to their Consideration such Measures as he shall nominate, and by and with the Advice and Consent of the United States.

## Solution

```
1  #!/usr/bin/env python3
2  """Markov Chain"""
3
4  import argparse
5  import logging
6  import os
7  import random
8  import string
9  import sys
10 from pprint import pprint as pp
11 from collections import defaultdict
12
13
14 # -----
15 def get_args():
16     """Get command-line arguments"""
17
18     parser = argparse.ArgumentParser(
19         description='Markov Chain',
20         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
21
22     parser.add_argument('training',
23                         metavar='FILE',
24                         nargs='+',
25                         type=argparse.FileType('r'),
26                         help='Training file(s)')
27
28     parser.add_argument('-l',
29                         '--length',
30                         help='Output length (characters)',
31                         metavar='int',
32                         type=int,
33                         default=500)
34
35     parser.add_argument('-n',
36                         '--num_words',
37                         help='Number of words',
38                         metavar='int',
39                         type=int,
40                         default=2)
41
42     parser.add_argument('-s',
43                         '--seed',
```

```

44             help='Random seed',
45             metavar='int',
46             type=int,
47             default=None)
48
49     parser.add_argument('-w',
50                         '--text_width',
51                         help='Max number of characters per line',
52                         metavar='int',
53                         type=int,
54                         default=70)
55
56     parser.add_argument('-d',
57                         '--debug',
58                         help='Debug to ".log"',
59                         action='store_true')
60
61     return parser.parse_args()
62
63
64     # -----
65     def main():
66         """Make a jazz noise here"""
67
68         args = get_args()
69         num_words = args.num_words
70         char_max = args.length
71         text_width = args.text_width
72
73         random.seed(args.seed)
74
75         logging.basicConfig(
76             filename='.log',
77             filemode='w',
78             level=logging.DEBUG if args.debug else logging.CRITICAL)
79
80         all_words = defaultdict(list)
81         for fh in args.training:
82             words = fh.read().split()
83
84             for i in range(0, len(words) - num_words):
85                 l = words[i:i + num_words + 1]
86                 all_words[tuple(l[:-1])].append(l[-1])
87
88         logging.debug('all words = {}'.format(all_words))
89

```

```

90     prev = ''
91     while not prev:
92         start = random.choice(
93             list(
94                 filter(lambda w: w[0][0] in string.ascii_uppercase,
95                     all_words.keys()))))
96         if all_words[start]:
97             prev = start
98
99     logging.debug('Starting with "{}".format(prev))
100
101     p = ' '.join(prev)
102     char_count = len(p)
103     print(p, end=' ')
104     line_width = char_count
105
106     while True:
107         if not prev in all_words: break
108
109         new_word = random.choice(all_words[prev])
110         new_len = len(new_word) + 1
111         logging.debug('chose = "{}" from {}'.format(new_word, all_words[prev]))
112
113         if line_width + new_len > text_width:
114             print()
115             line_width = new_len
116         else:
117             line_width += new_len
118
119         char_count += new_len
120         print(new_word, end=' ')
121         if char_count >= char_max and new_word[-1] in '!.?': break
122         prev = prev[1:] + (new_word, )
123
124     logging.debug('Finished')
125     print()
126
127
128 # -----
129 if __name__ == '__main__':
130     main()

```

## Chapter 32: Morse Encoder/Decoder

Write a Python program called `morse.py` that will encrypt/decrypt text to/from Morse code. The program should expect a single positional argument which is either the name of a file to read for the input or the character `-` to indicate reading from STDIN. The program should also take a `-c|--coding` option to indicate use of the `itu` or standard `morse` tables, `-o|--outfile` for writing the output (default STDOUT), and a `-d|--decode` flag to indicate that the action is to decode the input (the default is to encode it).

```
$ ./morse.py
usage: morse.py [-h] [-c str] [-o str] [-d] [-D] FILE
morse.py: error: the following arguments are required: FILE
$ ./morse.py -h
usage: morse.py [-h] [-c str] [-o str] [-d] [-D] FILE
```

## Encode and decode text/Morse

positional arguments:

FILE                    Input file or "-" for stdin

optional arguments:

```
-h, --help            show this help message and exit
-c str, --coding str  Coding version (default: itu)
-o str, --outfile str Output file (default: None)
-d, --decode          Decode message from Morse to text (default: False)
-D, --debug          Debug (default: False)
```

```
$ ./morse.py ../inputs/fox.txt
```

```
[cholla@~/work/python/playful_python/morse]$ ./morse.py ../inputs/fox.txt | ./morse.py -d -
THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG.
```

## Solution

```
1  #!/usr/bin/env python3
2  """Morse en/decoder"""
3
4  import argparse
5  import logging
6  import random
7  import re
8  import string
9  import sys
10
11
12  # -----
13  def get_args():
14      """Get command-line arguments"""
15
16      parser = argparse.ArgumentParser(
17          description='Encode and decode text/Morse',
18          formatter_class=argparse.ArgumentDefaultsHelpFormatter)
19
20      parser.add_argument('input',
21                          metavar='FILE',
22                          help='Input file or "-" for stdin')
23
24      parser.add_argument('-c',
25                          '--coding',
26                          help='Coding version',
27                          metavar='str',
28                          type=str,
29                          choices=['itu', 'morse'],
30                          default='itu')
31
32      parser.add_argument('-o',
33                          '--outfile',
34                          help='Output file',
35                          metavar='str',
36                          type=str,
37                          default=None)
38
39      parser.add_argument('-d',
40                          '--decode',
41                          help='Decode message from Morse to text',
42                          action='store_true')
43
```

```

44     parser.add_argument('-D', '--debug', help='Debug', action='store_true')
45
46     return parser.parse_args()
47
48
49 # -----
50 def encode_word(word, table):
51     """Encode word using given table"""
52
53     coded = []
54     for char in word.upper():
55         logging.debug(char)
56         if char != ' ' and char in table:
57             coded.append(table[char])
58
59     encoded = ' '.join(coded)
60     logging.debug('encoding "{}" to "{}".format(word, encoded))
61
62     return encoded
63
64
65 # -----
66 def decode_word(encoded, table):
67     """Decode word using given table"""
68
69     decoded = []
70     for code in encoded.split(' '):
71         if code in table:
72             decoded.append(table[code])
73
74     word = ' '.join(decoded)
75     logging.debug('dedoding "{}" to "{}".format(encoded, word))
76
77     return word
78
79
80 # -----
81 def test_encode_word():
82     """Test Encoding"""
83
84     assert encode_word('sos', ENCODE_ITU) == '... --- ...'
85     assert encode_word('sos', ENCODE_MORSE) == '... .. ...'
86
87
88 # -----
89 def test_decode_word():

```

```

90     """Test Decoding"""
91
92     assert decode_word('... --- ...', DECODE_ITU) == 'SOS'
93     assert decode_word('... .,. ...', DECODE_MORSE) == 'SOS'
94
95
96     # -----
97     def test_roundtrip():
98         """Test En/decoding"""
99
100         random_str = lambda: ''.join(random.sample(string.ascii_lowercase, k=10))
101         for _ in range(10):
102             word = random_str()
103             for encode_tbl, decode_tbl in [(ENCODE_ITU, DECODE_ITU),
104                                             (ENCODE_MORSE, DECODE_MORSE)]:
105
106                 assert word.upper() == decode_word(encode_word(word, encode_tbl),
107                                                       decode_tbl)
108
109
110     # -----
111     def main():
112         """Make a jazz noise here"""
113         args = get_args()
114         action = 'decode' if args.decode else 'encode'
115         output = open(args.outfile, 'wt') if args.outfile else sys.stdout
116         source = sys.stdin if args.input == '-' else open(args.input)
117
118         coding_table = ''
119         if args.coding == 'itu':
120             coding_table = ENCODE_ITU if action == 'encode' else DECODE_ITU
121         else:
122             coding_table = ENCODE_MORSE if action == 'encode' else DECODE_MORSE
123
124         logging.basicConfig(
125             filename='.log',
126             filemode='w',
127             level=logging.DEBUG if args.debug else logging.CRITICAL)
128
129         word_split = r'\s+' if action == 'encode' else r'\s{2}'
130
131         for line in source:
132             for word in re.split(word_split, line):
133                 if action == 'encode':
134                     print(encode_word(word, coding_table), end=' ')
135                 else:

```



```

136         print(decode_word(word, coding_table), end=' ')
137     print()
138
139
140 # -----
141 def invert_dict(d):
142     """Invert a dictionary's key/value"""
143
144     #return dict(map(lambda t: list(reversed(t)), d.items()))
145     return dict([(v, k) for k, v in d.items()])
146
147
148 # -----
149 # GLOBALS
150
151 ENCODE_ITU = {
152     'A': '.-.', 'B': '-...', 'C': '-.-.', 'D': '-..', 'E': '.', 'F': '..-.',
153     'G': '--.', 'H': '....', 'I': '...', 'J': '.---', 'K': '-.-', 'L': '-...',
154     'M': '---', 'N': '-.', 'O': '---', 'P': '.--.', 'Q': '---.', 'R': '..-',
155     'S': '...', 'T': '-', 'U': '..-', 'V': '...-', 'W': '---', 'X': '-.-.',
156     'Y': '-.-.', 'Z': '-...', '0': '-----', '1': '.-----', '2': '..-----', '3':
157     '...--', '4': '....-', '5': '.....', '6': '-....', '7': '--...', '8':
158     '-----', '9': '-----', ',': '-.-.-.', ':': '---.--', '?': '..---.', '!':
159     '-.-.-.', '&': '-.-.-.', ';': '-.-.-.', ':': '---.--', '"': '-----', '/':
160     '-.-.-.', '-': '-....-', '(' : '-.-.-.', ')' : '-.-.-.',
161 }
162
163 ENCODE_MORSE = {
164     'A': '.-.', 'B': '-...', 'C': '...', 'D': '-..', 'E': '.', 'F': '..-.', 'G':
165     '--.', 'H': '....', 'I': '...', 'J': '-.-.', 'K': '-.-', 'L': '+', 'M':
166     '--', 'N': '-.', 'O': '...', 'P': '.....', 'Q': '..-.', 'R': '.,..', 'S':
167     '...', 'T': '-', 'U': '..-', 'V': '...-', 'W': '---', 'X': '-.-.', 'Y':
168     '.,..', 'Z': '...', '0': '+++++', '1': '.-.-.', '2': '..-.-.', '3':
169     '...-.-.', '4': '....-.-.', '5': '-----', '6': '.....', '7': '--.-.', '8':
170     '-....', '9': '-.-.-.', ',': '-.-.-.', ':': '-.-.-.', '?': '-.-.-.', '!':
171     '---.-.', '&': '.,...', ';': '.,...', ':': '-.-.-.', '"': '.....', '/':
172     '...-.-.', '-': '.....', '(' : '.....', ')' : '.....',
173 }
174
175 DECODE_ITU = invert_dict(ENCODE_ITU)
176 DECODE_MORSE = invert_dict(ENCODE_MORSE)
177
178 # -----
179 if __name__ == '__main__':
180     main()

```

## Chapter 33: ROT13 (Rotate 13)

Write a Python program called `rot13.py` that will encrypt/decrypt input text by shifting the text by a given `-s|--shift` argument or will move each character halfway through the alphabet, e.g., “a” becomes “n,” “b” becomes “o,” etc. The text to rotate should be provided as a single positional argument to your program and can either be a text file, text on the command line, or `-` to indicate STDIN so that you can round-trip data through your program to ensure you are encrypting and decrypting properly.

The way I approached the solution is to think of adding time. If it’s 8 in the morning and I want to know the time in 6 hours on a 12-hour (not military/24-hour) clock, I need to think in terms of 12 when the clock rolls over from AM to PM. To do that, I need to know the remainder of dividing by 12, which is given by the modulus `%` operator:

```
>>> now = 8
>>> (now + 6) % 12
2
```

And 6 hours from 8AM is, indeed, 2PM.

Similarly if I want to know how many hours (in decimal) are a particular number of minutes, I need to mod by 60:

```
>>> minutes = 90
>>> int(minutes / 60) + (minutes % 60) / 60
1.5
>>> minutes = 204
>>> int(minutes / 60) + (minutes % 60) / 60
3.4
```

If you `import string`, you can see all the lower/uppercase letters

```
>>> import string
>>> string.ascii_lowercase
'abcdefghijklmnopqrstuvwxyz'
>>> string.ascii_uppercase
'ABCDEFGHIJKLMNOPQRSTUVWXYZ'
```

So I think about “rot13” like adding 13 (or some other shift interval) to the position of the letter in the list and modding by the length of the list to wrap it around. If the shift is 13 and we are at “a” and want to know what the letter 13 way is, we can use `pos` to find “a” and add 13 to that:

```
>>> lcase = list(string.ascii_lowercase)
>>> lcase.index('a')
0
>>> lcase[lcase.index('a') + 13]
'n'
```

But if we want to know the value for something after the 13th letter in our list, we are in trouble!

```
>>> lcase[lcase.index('x') + 13]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
IndexError: list index out of range
```

% to the rescue!

```
>>> lcase[(lcase.index('x') + 13) % len(lcase)]
'k'
```

It's not necessary in this algorithm to shift by any particular number. 13 is special because it's halfway through the alphabet, but we could shift by just 2 or 5 characters. If we want to round-trip our text, it's necessary to shift in the opposite direction on the second half of the trip, so be sure to use the negative value there!

```
$ ./rot13.py
usage: rot13.py [-h] [-s int] str
rot13.py: error: the following arguments are required: str
$ ./rot13.py -h
usage: rot13.py [-h] [-s int] str
```

Argparse Python script

positional arguments:

str	Input text, file, or "-" for STDIN
-----	------------------------------------

optional arguments:

-h, --help	show this help message and exit
-s int, --shift int	Shift arg (default: 0)

```
$ ./rot13.py AbCd
```

```
NoPq
```

```
$ ./rot13.py AbCd -s 2
```

```
CdEf
```

```
$ ./rot13.py fox.txt
```

```
Gur dhvpx oebja sbk whzcf bire gur ynml qbt.
```

```
$ ./rot13.py fox.txt | ./rot13.py -
```

```
The quick brown fox jumps over the lazy dog.
```

```
$ ./rot13.py -s 3 fox.txt | ./rot13.py -s -3 -
```

```
The quick brown fox jumps over the lazy dog.
```

## Solution

```
1  #!/usr/bin/env python3
2
3  import argparse
4  import os
5  import re
6  import string
7  import sys
8
9
10 # -----
11 def get_args():
12     """get command-line arguments"""
13     parser = argparse.ArgumentParser(
14         description='ROT13 encryption',
15         formatter_class=argparse.ArgumentDefaultsHelpFormatter)
16
17     parser.add_argument('text',
18                         metavar='str',
19                         help='Input text, file, or "-" for STDIN')
20
21     parser.add_argument('-s',
22                         '--shift',
23                         help='Shift arg',
24                         metavar='int',
25                         type=int,
26                         default=0)
27
28     return parser.parse_args()
29
30
31 # -----
32 def main():
33     """Make a jazz noise here"""
34     args = get_args()
35     text = args.text
36
37     if text == '-':
38         text = sys.stdin.read()
39     elif os.path.isfile(text):
40         text = open(text).read()
41
42     lcase = list(string.ascii_lowercase)
43     ucase = list(string.ascii_uppercase)
```

```

44     num_lcase = len(lcase)
45     num_ucase = len(ucase)
46     lcase_shift = args.shift or int(num_lcase / 2)
47     ucase_shift = args.shift or int(num_ucase / 2)
48
49     def rot13(char):
50         if char in lcase:
51             pos = lcase.index(char)
52             rot = (pos + lcase_shift) % num_lcase
53             return lcase[rot]
54         elif char in ucase:
55             pos = ucase.index(char)
56             rot = (pos + ucase_shift) % num_ucase
57             return ucase[rot]
58         else:
59             return char
60
61     print(''.join(map(rot13, text)).rstrip())
62
63
64     # -----
65     if __name__ == '__main__':
66         main()

```