Skill Development Lab: Perl

Aaron Williams

9/11/19

The purpose of this lab is to learn the Perl language for professional use. There will be two parts to this lab. The first part will consist of the Tutorialspoint Perl Tutorial (<https://www.tutorialspoint.com/perl/index.htm>). The second part of this lab will consist of a project in Perl to act a deliverable.

Tutorial point:

Initial Plan:

Tutorial point while a good source of documentation lacks actual tutorial like deliverables to actually use the lessons they provide. To fix this I intend to create small test projects for myself to incorporate new things into as I learn them.

Final Product:

This portion went as expected. I processed data from text file and excel files and provided a Print output.

Deliverable:

Initial Plan:

During my research I found a library allowing an interaction between Perl and an image software called ImageMagik. I will use this to take a file of images, strip them down into individual RGB values and output them to a text file. The intention of this is to create files that a convolutional network can use.

Final Product:

This plan hit several snags. The first was what while I successfully installed the imagemagik program I was unable to install the Perl library that would interact with it. I am still unsure of why but my best guess is that the library couldn’t find my imagemagik this is either because of its location or because I was running this in a Windows environment instead of a Linux environment like the instructions used. After that failed, I decided to try gather data from a database and doing something with that. I tried to learn how to hook Perl up to a database. I’m sure I could have done it but the process was taking too long and I realized that the purpose wasn’t to learn how Perl interacts with databases but how to use Perl in general. Because of this I decided to step back and simplify the project so that I could learn how Perl worked properly instead of cowboy coding something interesting.

The new plan was to take an excel file I found containing information from the Google play store and do something with that. Initially I set up a filtered input and the functions to calculate the linear regression of a scatter graph but then I realized the only numbers I could apply that too are number of ratings, average rating, and number of downloads. I ran the numbers and shocker higher ratings and more downloads have a positive correlation. This clearly wasn’t very useful information, so I decided to start gathering different data that could also be used. The most useful information I was able to find is the category and genres, the average rating, the number of installs, and the content rating. Based on this I’m going to attempt to make some kind of bar graph output based on genre, content rating, and number of downloads. I will also look into creating a module for some reusable code.

The module didn’t work out. I suspect I successfully managed to create the module I just couldn’t figure out how to use it. Unfortunately, the documentation on how to create a module was incredibly lacking so I was unable to finish it. Instead I just included the code in the same file. The code is working however there is one set of warnings I am unable to find a resolution for.

Over all I found this lab very interesting. I ran into a lot more roadblocks from lack of information than I normally would with a language like C++. I feel like I learned a lot about how Perl works compared to other languages and how to more carefully read and understand documentation because there isn’t always an easy stackoverflow answer to fix the problem.