Generating Random Text

Word N-Grams

Review

N-Grams: Predictive Text Module

In this module, you will explore some of the underlying concepts of predictive text. The first lesson will introduce random character generation and then how to train the character selection based on an input text. The second lesson will extend this concept to complete words. By the end of this module, you will be able to:

- base random text generation on the frequency of characters in a training text,
- collect a set of characters that occur in a text after randomly chosen initial character(s) to create a semi-random text,
- extend the predictive text generation to use whole words, and
- implement your own .equals method to compare complex data types.

More Course Resources

http://www.dukelearntoprogram.com/course4/index.php - This website of programming resources contains pages for each course in the Duke Java Programming specialization. The link above for this course is where you will go to:

- Download the custom version of the BlueJ environment;
- Find project resources, such as example code from the lecture videos;
- Download images and data files for the programming exercises; and
- See documentation for the custom classes developed for this course.

Lecture Slides

Generating Random Text

RandomTextIntroduction.pdf

OrderZeroOrderOne.pdf

FindingFollowSet.pdf

ImplementingOrderTwo.pdf

InterfacesAndAbstractClasses.pdf

RandomTextSummary.pdf

Word N-Grams

WordNGramIntro.pdf

OrderOneConcepts.pdf

OrderOneHelperFunctions.pdf

WordGramClass.pdf

WordGramClassImplementation.pdf

EqualsAndHashCodeMethods.pdf

WordNGramSummary.pdf

Mark as completed