

Group Assignment – Group 30

Assignment Topic	BINGO				
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Lecturers	Dr. Miguel Nicolau and Ms. Bing Chen				
Submission Deadline	29 th November 2022				
Session	2022/23 Autumn				
Grade/Mark					

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Declaration of Authorship

I declare that all material in this assessment is my own work except where there is clear acknowledgement and appropriate reference to the work of others.

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Date: 29th November 2022

Individual Contribution

Member Name	Contribution (%)	Responsibilities
Abhishek Sabharwal	25	 Logic formulation Code development Module compilations Testing and debugging
Akhilesh Kapoor	25	 Code development Error handling Game extensions Testing and debugging
Anushka Jain	25	 Code development Error handling Game extensions Testing and debugging
Ayushi Gautam	 Code development UML diagram Report Testing and debug 	

User Manual

Libraries Included:

- 1. Numpy
- 2. Matplotlib
- 3. FPDF
- 4. Scipy
- 5. Warnings
- 6. Copy
- 7. Random
- 8. Pandas
- 9. Math

To include the above libraries, please execute the following on your Terminal/PowerShell before running the program:

- 1. pip install numpy
- 2. pip install matplotlib
- 3. pip install fpdf
- 4. pip install scipy
- 5. pip install pandas

Assumptions:

- 1. The grid size is restricted to a square shape to enable diagonal bingos with minimum grid size 3.
- 2. The grid size (n) can only be odd, to place the default free cell in the centre of the ticket.
- 3. The number of free cells are restricted to n-2 to make sure the game does not end soon.
- 4. The free cells are placed in such a way that no two free cells are in the same row, column or diagonal.
- 5. The default setting is provided for grid sizes 3, 5, 7, and 9. The range is set for a lower default range to 1 and the upper default range to $(n \land 2) * 3$.
- 6. The range can only have positive whole numbers.
- 7. All the numbers crossed are replaced with zero.
- 8. The column range is set to the total number range divided by grid size. e.g. A 7*7 grid with a number range from 1-77 will have a number range in column 1 from 1-11, column 2 from 12-22 and so on.

Default Settings:

The default settings of user input have been set as below:

Grid size	Lower limit	Upper limit	Number of free cells
3	1	27	1
5	1	75	1
7	1	147	1
9	1	243	1

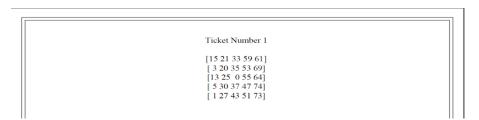
User Input Terminologies

The game begins with a few user inputs which can be selected as default also. They are:

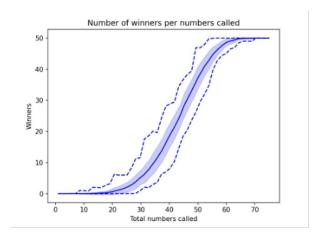
- 1. Number of players It specifies the number of tickets that will be generated for all simulations.
- 2. Number of simulations It specifies the total number of rounds for which the game will be played.
- 3. Grid size The bingo card will be created as n * n matrix depending upon user input n. As mentioned in the assumptions, the grid size would be a square matrix where n is an odd number greater than 3 and preferably less than 25. A display message is prompted if invalid input is entered. For the default option, the user would have 4 choices with grid sizes 3, 5, 7, and 9.
- 4. Free cell For the default settings option in the menu, one free cell would be placed in the centre whereas for customizing the input option, the user is given a choice to input the number of free cells. In this case, a display message is prompted if the user enters free cells greater than *n*-2 where *n* is the grid size. We have devised a logic of free cell placement in such a way that no two free cells are placed in the same row, column or diagonal.
- 5. Range We are allowing the user to enter the lower and upper limits of the range that will be displayed in cards for the customized option in the menu.

Result:

1. Ticket PDF - A ticket will be generated for each player to play as per the inputs given by the user and will be exported in a PDF format. Below is the sample PDF ticket for a 5 * 5 grid with user input values.



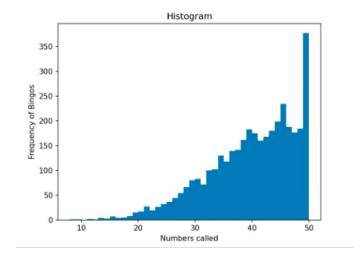
2. Line Plot - The plot shows the average number of bingos depicted in a solid blue line, the minimum and the maximum number of winners observed in dashed lines and the standard deviation in the shaded region across all simulations at each number called.



3. Centrality - The total number of bingos in all simulations at n numbers called will be represented statistically by the mean, median, 25^{th} and 75^{th} percentile, skewness, and kurtosis with the result being exported to an excel file.

A	В	C	D	E	F	G
Numbers Called	Mean	Median	Quartile 1	Quartile 3	Skewness	Kurtosis
1	0	0	0	0		
2	0	0	0	0		
3	0	0	0	0		
4	1.28	0	0	2	1.462325809	0.701652936
5	3.6	3	0	6	0.715217157	-0.468300475
6	6.946666667	7	3	10	1.051595578	2.375628861
7	11.18666667	11	8	14	1.021787319	2.483075848
8	16.97333333	17	12	20	0.688803567	0.90245806
9	23.69333333	24	19	29	0.140996964	0.035628378
1 10	31.57333333	32	25	35	0.279057173	0.31319573
2 11	39.73333333	39	33	46	0.036620223	-0.857705115
3 12	47.49333333	46	41	53	0.244125667	-0.53462892
4 13	55.33333333	56	49	61	0.44391984	-0.081004331
5 14	61.82666667	61	55	68	0.521018227	-0.135869243
5 15	69.26666667	69	64	75	0.328100864	-0.643603957
7 16	75.24	75	71	80	-0.023240658	-0.530632479
8 17	81.16	82	76	85	-0.056889303	-0.651568275
18	85.93333333	86	83	89	-0.004143521	-0.526202823
19	89.61333333	90	87	92	0.065489412	-0.666881695
1 20	93.22666667	93	91	95	0.052950354	-0.477757111
2 21	95.93333333	96	94	98	-0.189836117	-0.875190776
3 22	97.54666667	98	97	99	-0.561981328	-0.28790138
4 23	98.78666667	99	98	100	-0.780271931	0.064030158
5 24	99.50666667	100	99	100	-1.972856173	4.57178404
6 25	99.85333333	100	100	100	-2.649070336	6.602561852
7 26	99.94666667	100	100	100	-3.975718555	13.80633803
27	100	100	100	100		
28	100	100	100	100		
D						

4. Histogram - This illustrates the number of bingos from all simulations till *x* numbers called where *x* is specified by the user. Histogram will only be shown if there are bingos when *x* numbers have been called.



UML Activity Diagram

