

An explanation of Project 3

w+XO++
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DUMMY = 'w'

base case

If board [row][column] == 'X' or board[row][column] = 'O' :

Return board [row][column]

#recursive case

board[row][column] = DUMMY

move down - if we can, and if we haven't already tried that

If row < (len(board) - 1) and board[row][column] != DUMMY:

result = eval_square(board, row+1, column)

move up

If row > 0 and board[row][column] != DUMMY:

result = eval_square(board, row-1, column)

move right

If column < (len(board[0]) - 1) and board[row][column+1] != DUMMY:

result = eval_square(board, row, column+1)

move left

If column > 0 and board[row][column-1] != DUMMY:

result = eval_square(board, row, column-1)

Final Exam Study Guide

Importing and Modularity

- Explain what a library is, what it is used for, and who is intended to use it.
 - Pre-written python code; packaged; for use by anybody who doesn't want to rewrite the code
- Explain the purpose of the import keyword
 - You will NOT be given examples of import in use and asked to explain the details of how they execute
 - Makes libraries available for use by your program
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File I/O

- *Explain* the purpose and functionality of the `open()` function.
 - Opens a pre-existing file so you can access the data
 - Two arguments - file name, and mode
- *Explain* the meaning and functionality of the second `open()` argument and what values it can take (“w”, “r”, “a”) indicate about the opened file will be used.
 - R - opens file for read; starting at beginning of file
 - W - opens file for write; DELETES ANY EXISTING CONTENT; starts writing at beginning of file
 - A - opens file for write; DOES NOT DELETE existing content; writes new content at end
- *Define, utilize, compare* and contrast the methods for reading from a file:
 - `file.read()` - whole file as one string
 - `file.readline()` - one line of the file as a string
 - `file.readlines()` - whole file as a list of strings
- *Define and utilize* the method `file.write()` - write output to file
- *Define* `file.close()` and *remember to close any files that you open*. - you have to close a file when you're done

Recursion

- Define recursion, recursive call, and base case - function solves a problem by repeatedly calling itself on a simpler version of the problem - base case - simplest case of problem; directly solved - recursive call - is the call to the function
- Given a problem, redefine it recursively -
 - Define base case; define recursive case; make sure recursive call has a simpler version of the problem
- Implement a recursive function
- Define the call stack
 - Python interpreter keeps track of what module is executing - main program; function;
 - Multiple copies of the same function; keep track of which one
- Explain what problems are best solved with recursion or iteration
 - Recursion is good when you can break the problem down to simpler versions of itself

Sorting and Searching

- *Explain* the problem of sorting a list - put the values in order, smallest to largest - can take a lot of operations - a long time
- *Explain* the problem of searching a list - find a specific value; may take a long time
- *Define* the following sorting algorithms and apply them to an input list:
 - Bubble sort - each time through: “bubble” largest value to end of the list by swapping values - go through list until no more swapping
 - Selection sort - pick out the smallest element in list; swap that with the first element in the list
 - Quick sort - pick a “pivot” value - put everything less than pivot is earlier in list; on left; everything greater than pivot is after the pivot - “on right” - THEN - apply quicksort to left; then to right.
- *Define* the following searching algorithms and apply them to a input list and target value:
 - Linear/Sequential search - check each item in list to find the value we’re looking for
 - Binary search - check the middle value in the list. If target is less, look to the left (before the middle); else look to right (after the middle)
- *Explain* why binary search only works for lists that are already sorted - if values were not sorted, you wouldn’t know after checking the middle whether target was on left or right
- **NOTE:** No dancing will be required before, during or after the exam

Asymptotic Analysis

- *Define* big o and big omega in terms of best and worst case performance
- ` Big O - worst case behavior - Big Omega - best case behavior
- *Define* big theta in terms of big o and big omega
- *Rank* the following functions from slowest growing to fastest growing (i.e. fastest to slowest) - 1; $\log_2 n$; n ; $n \log n$; n^2
 - 1 (constant) -
 - $\log_2 n$ (logarithmic)
 - n (linear)
 - $n * \log_2 n$ ("n log n")
 - n^2 (quadratic)
- *Analyze* the best and worst performance of the following algorithms as functions of n :
 - Bubble sort $O(n^2)$ $\Omega(n)$
 - Selection sort $O(n^2)$ $\Omega(n)$
 - Quick sort - same
 - Linear/Sequential search - $O(n)$ $\Omega(1)$
 - Binary search $O(\log n)$ $\Omega(1)$
- *Provide inputs* (e.g. lists to be sorted) for the best and worst case scenarios for the above algorithms
 - Best behavior - list is already sorted; value to be found is found first time
 - Worst behavior: search - value is not found; sorting: exactly backwards
- *Define* log in terms of division

Data representation

- *Define* the decimal, binary and hexadecimal counting systems
 - Base 2, base 10, base 16
 - 0, 1; binary
 - Hex: A, B, C, D, E, F
- *Convert* a number from any one counting system to another counting system
 - Binary to hex: 4 bits to 1 hex digit
 - 10011010 = 9A
- NOTE: you will NOT be permitted to use a calculator, but arithmetic will be reasonable to solve by hand

Import random

From random import randint