

# Python programming sheet - 2

1. The function `max()` from exercise 1) and the function `max_of_three()` from exercise 2) will only work for two and three numbers, respectively. But suppose we have a much larger number of numbers, or suppose we cannot tell in advance how many they are? Write a function `max_in_list()` that takes a *list* of numbers and returns the largest one.
2. Dictionary and List Methods.
  - i. Create a dictionary and display its keys alphabetically.
  - ii. Now display both the keys and values sorted in alphabetical order by the key.
  - iii. Same as part (b), but sorted in alphabetical order by the value. (Note: this generally has no practical purpose in dictionaries or hash tables in general because most access and ordering [if any] is based on the keys. This is merely an exercise.)
3. Inverting Dictionaries. Take a dictionary as input and return one as output, but the values are now the keys and vice versa.
4. Create a dictionary of 20 random values in the range 1–99. Determine whether there are any duplicate values in the dictionary.
5. In cryptography, a *Caesar cipher* is a very simple encryption techniques in which each letter in the plain text is replaced by a letter some fixed number of positions down the alphabet. For example, with a shift of 3, A would be replaced by D, B would become E, and so on. The method is named after Julius Caesar, who used it to communicate with his generals. *ROT-13* ("rotate by 13 places") is a widely used example of a Caesar cipher where the shift is 13. In Python, the key for ROT-13 may be represented by means of the following dictionary:  

```
key = {'a':'n', 'b':'o', 'c':'p', 'd':'q', 'e':'r', 'f':'s', 'g':'t', 'h':'u', 'i':'v', 'j':'w', 'k':'x', 'l':'y', 'm':'z', 'n':'a', 'o':'b', 'p':'c', 'q':'d', 'r':'e', 's':'f', 't':'g', 'u':'h', 'v':'i', 'w':'j', 'x':'k', 'y':'l', 'z':'m', 'A':'N', 'B':'O', 'C':'P', 'D':'Q', 'E':'R', 'F':'S', 'G':'T', 'H':'U', 'I':'V', 'J':'W', 'K':'X', 'L':'Y', 'M':'Z', 'N':'A', 'O':'B', 'P':'C', 'Q':'D', 'R':'E', 'S':'F', 'T':'G', 'U':'H', 'V':'I', 'W':'J', 'X':'K', 'Y':'L', 'Z':'M'}
```

Your task in this exercise is to implement an encoder/decoder of ROT-13. Once you're done, you will be able to read the following secret message:  
Pnrfne pvcure? V zhpu cersre Pnrfne fnynq!  
Note that since English has 26 characters, your ROT-13 program will be able to both encode and decode texts written in English.  
Output :  
>>>rot13.py  
>>>Enter string to rot13: This is a short sentence.  
>>>Your string to en/decrypt was: [This is a short sentence.].  
>>>The rot13 string is: [Guvf vf n fubeg fragapr.].
6. Write a method `rand divis 3` that takes no parameters, generates and prints a random number, and finally returns True if the randomly generated number is divisible by 3, and False otherwise. For this method we'll use a new module, the random module. At the top of your code, underneath `import math`, add the line `import random`. We'll use this module to generate a random integer using the function `randint`, which works as follows:

`random.randint(lo, hi)` ,where `lo` and `hi` are integers that tell the code the range in which to generate a random integer (this range is inclusive). 0 to 100 is probably a decent range.

7. Write a method `roll_dice` that takes in 2 parameters -the number of sides of the die, and the number of dice to roll -and generates random roll values for each die rolled. Print out each roll and then return the string "That's all!" An example output:

```
>>> roll_dice(6, 3)
```

```
4
```

```
1
```

```
6
```

```
That's all!
```

8. For this exercise, you will be coding your very first class, a `Queue` class. Create a new file called `queue.py` to make your `Queue` class. In your `Queue` class, you will need three methods:

`init` : to initialize your `Queue` (think: how will you store the queue's elements? You'll need to initialize an appropriate object attribute in this method)

`insert`: inserts one element in your `Queue`

`remove`: removes one element from your `Queue` and returns it. If the queue is empty, return a message that says it is empty.