

סיכום למבחן – שפות תכנות

קרן רציב

Generator

```
def myGenerator1(n):
    for i in range(n):
        yield i

def myGenerator2(n, m):
    for j in range(n, m):
        yield j

def myGenerator3(n, m):
    yield from myGenerator1(n)
    yield from myGenerator2(n, m)
    yield from myGenerator2(m, m+5)

a = myGenerator1(5)
print(a.__next__())
print(a.__next__())
print(a.__next__())
print(list(myGenerator2(5, 10)))
print(list(myGenerator3(0, 10)))
print(list(myGenerator3(0, 10)))
```

מימוש בעזרת פונקציה

```
0
1
2
[5, 6, 7, 8, 9]
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14]
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14]
```

```
g = (x for x in range(10))
print(list(g))
```

```
$ python generator_example_4.py
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

Sending Values to Generators

- The syntax is `send()` or `send(value)`. Without any value, the `send` method is equivalent to a `next()` call. This method can also use `None` as a value. In both cases, the result will be that the generator advances its execution to the first `yield` expression.

GENERATOR במימוש כמחלקה, ממומש בדיוק כמו איטרטור.

```
def dec(func):
```

```
    def wrapper(*args, **kwargs):
        targs = list(args)
        for i, st in enumerate(targs):
            if isinstance(st, str):
                targs[i] = str.upper(st)
        ttargs = tuple(targs)
        tkwargs = kwargs
        for i in tkwargs.keys():
            if isinstance(tkwargs[i], str):
                tkwargs[i] = tkwargs[i].upper
        return func(ttargs, tkwargs)
    return wrapper
```

DECORATOR

ניתן לראות, שבשביל לשנות את הערך של `args`, יש צורך במשתנה עזר, כי `tuple` הוא `immutable`. תוכנית זו בודקת כול איבר, אם הוא `String` היא הופכת אותו לאותיות גדולות.

על מנת לספור שינויים שנעשו\ כמות פעמים שהדקרטור נקרא סה"כ\ עבור כול פונקציה:

סה"כ- יש לשמור משתנה גלובלי, ב- `main`, ובתוך `wrapper` יש להגדירו כ- `global`.

עבור כול פונקציה עטופה- יש לשמור משתנה מתחת ל-`dec`, ומחוץ לפונק' `wrapper`, ובתוך `wrapper` יש להגדירו כ- `nonlocal`.

ITERATOR

```
class Counter(object):
    def __init__(self, low, high):
        self.current = low
        self.high = high
    def __iter__(self):
        'Returns itself as an iterator object'
        return self
    def __next__(self):
        'Returns the next value till current is lower than high'
        if self.current > self.high:
            raise StopIteration
        else:
            self.current += 1
        return self.current - 1
```

```
c = Counter(5,10)
for i in c:
    print(i, end=' ')
c = Counter(5,10)
print()
print(next(c))
print(next(c))
print(next(c))
print(next(c))
```

```
examEx x
5 6 7 8 9 10
5
6
7
8
```

דוגמא ל Decorator שמחזיר כמה פונקציות לא החזירו ערכים, כמה החזירו ערך אחד וכמה החזירו יותר מערך אחד. וגם כמה פעמים קראו לכול פונקציה.

בדיקה של סודוקו:

```
def dec2(func, num=0):
    dicalls = {0:0, 1:0, 2:0}
    def wrapper(*args, **kwargs):
        nonlocal dicalls
        nonlocal num
        num += 1
        print("func ", func.__name__, "was called ", num, "times")
        retVal = func(*args, **kwargs)
        if retVal == None:
            dicalls[0] += 1
        elif isinstance(retVal, tuple):
            dicalls[2] += 1
        else:
            dicalls[1] += 1
        print(dicalls)
        return retVal
    return wrapper
```

```
def is_sudoku(x):
    for i in x:
        if len(set(i)) != 9:
            return False
    for i in range(9):
        if len(set([x[a][i] for a in range(9)])) != 9:
            return False
    for i in range(0,9,3):
        for j in range(0,9,3):
            temp = x[i][j:j+3] + x[i+1][j:j+3] + x[i+2][j:j+3]
            if len(set(temp)) != 9:
                return False
    return True
```

LIST

```
mylist = ["apple", "banana", "cherry"]
```

Method	Description
<code>append()</code>	Adds an element at the end of the list
<code>clear()</code>	Removes all the elements from the list
<code>copy()</code>	Returns a copy of the list
<code>count()</code>	Returns the number of elements with the specified value
<code>extend()</code>	Add the elements of a list (or any iterable), to the end of the current list
<code>index()</code>	Returns the index of the first element with the specified value
<code>insert()</code>	Adds an element at the specified position
<code>pop()</code>	Removes the element at the specified position
<code>remove()</code>	Removes the item with the specified value
<code>reverse()</code>	Reverses the order of the list
<code>sort()</code>	Sorts the list

Converting list of tuples to dictionary:

```
# initializing the list
tuples = [('Key 1', 1), ('Key 2', 2), ('Key 3', 3), ('Key 4', 4), ('Key 5', 5)]

# converting to dict
result = dict(tuples)

# printing the result
print(result)
```

TUPLE

```
mytuple = ("apple", "banana", "cherry")
```

Method	Description
<code>count()</code>	Returns the number of times a specified value occurs in a tuple
<code>index()</code>	Searches the tuple for a specified value and returns the position of where it was found

Join two tuples:

```
tuple1 = ("a", "b", "c")
tuple2 = (1, 2, 3)

tuple3 = tuple1 + tuple2
print(tuple3)
```

Convert the tuple into a list to be able to change it:

```
x = ("apple", "banana", "cherry")
y = list(x)
y[1] = "kiwi"
x = tuple(y)

print(x)
```

Tuples allow duplicate values

Ordered

When we say that tuples are ordered, it means that the items have a defined order, and that order will not change.

Unchangeable

Tuples are unchangeable, meaning that we cannot change, add or remove items after the tuple has been created.

SET

```
myset = {"apple", "banana", "cherry"}
```

Set items are unordered, unchangeable, and do not allow duplicate values.

Once a set is created, you cannot change its items, but you can add new items.

Check if "banana" is present in the set:

```
thisset = {"apple", "banana", "cherry"}

print("banana" in thisset)
```

Add an item to a set, using the `add()` method:

```
thisset = {"apple", "banana", "cherry"}

thisset.add("orange")

print(thisset)
```

Add elements from `tropical` into `thisset` :

```
thisset = {"apple", "banana", "cherry"}
tropical = {"pineapple", "mango", "papaya"}

thisset.update(tropical)

print(thisset)
```

Remove "banana" by using the `remove()` method:

```
thisset = {"apple", "banana", "cherry"}

thisset.remove("banana")

print(thisset)
```

The object in the `update()` method does not have to be a set, it can be any iterable object (tuples, lists, dictionaries etc.).

DICT

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}
```

Get the value of the "model" key:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
x = thisdict["model"]
```

Get a list of the keys:

```
x = thisdict.keys()
```

Loop through both *keys* and *values*, by using the `items()` method:

```
for x, y in thisdict.items():  
    print(x, y)
```

You can also use the `values()` method to return values of a dictionary:

```
for x in thisdict.values():  
    print(x)
```

You can use the `keys()` method to return the keys of a dictionary:

```
for x in thisdict.keys():  
    print(x)
```

Method	Description
<code>clear()</code>	Removes all the elements from the dictionary
<code>copy()</code>	Returns a copy of the dictionary
<code>fromkeys()</code>	Returns a dictionary with the specified keys and value
<code>get()</code>	Returns the value of the specified key
<code>items()</code>	Returns a list containing a tuple for each key value pair
<code>keys()</code>	Returns a list containing the dictionary's keys
<code>pop()</code>	Removes the element with the specified key
<code>popitem()</code>	Removes the last inserted key-value pair
<code>setdefault()</code>	Returns the value of the specified key. If the key does not exist: insert the key, with the specified value
<code>update()</code>	Updates the dictionary with the specified key-value pairs
<code>values()</code>	Returns a list of all the values in the dictionary

Reduce

- At first step, first two elements of sequence are picked and the result is obtained.
- Next step is to apply the same function to the previously attained result and the number just succeeding the second element and the result is again stored.
- This process continues till no more elements are left in the container.
- The final returned result is returned and printed on console.

```
# python code to demonstrate working of reduce()

# importing functools for reduce()
import functools

# initializing list
lis = [1, 3, 5, 6, 2, ]

# using reduce to compute sum of list
print("The sum of the list elements is : ", end="")
print(functools.reduce(lambda a, b: a+b, lis))

# using reduce to compute maximum element from list
print("The maximum element of the list is : ", end="")
print(functools.reduce(lambda a, b: a if a > b else b, lis))
```

Output

```
The sum of the list elements is : 17
The maximum element of the list is : 6
```

Map

The `map()` function executes a specified function for each item in an iterable. The item is sent to the function as a parameter.

Returns a Map\List, depends on the python version

```
def myfunc(a, b):
    return a + b
```

```
x = map(myfunc, ('apple', 'banana', 'cherry'), ('orange', 'lemon', 'pineapple'))
```

```
print(x)
```

```
#convert the map into a list, for readability:
print(list(x))
```

```
def myfunc(n):
    return len(n)
```

```
x = map(myfunc, ('apple', 'banana', 'cherry'))
```

```
<map object at 0x034244F0>
['appleorange', 'bananalemon', 'cherrypineapple']
```

Filter

The `filter()` function returns an iterator where the items are filtered through a function to test if the item is accepted or not.

Filter the array, and return a new array with only the values equal to or above 18:

```
ages = [5, 12, 17, 18, 24, 32]

def myFunc(x):
    if x < 18:
        return False
    else:
        return True

adults = filter(myFunc, ages)

for x in adults:
    print(x)
```

Enumerate

A lot of times when dealing with iterators, we also get a need to keep a count of iterations. Python eases the programmers' task by providing a built-in function `enumerate()` for this task.

`Enumerate()` method adds a counter to an iterable and returns it in a form of `enumerate` object. This `enumerate` object can then be used directly in `for` loops or be converted into a list of tuples using `list()` method.

```
# Python program to illustrate
# enumerate function in loops
l1 = ["eat", "sleep", "repeat"]

# printing the tuples in object directly
for ele in enumerate(l1):
    print (ele)
print

# changing index and printing separately
for count, ele in enumerate(l1, 100):
    print (count, ele)
```

```
# Without changing index and printing separately
for count, ele in enumerate(l1):
    print (count, ele)
```

```
(0, 'eat')
(1, 'sleep')
(2, 'repeat')
```

```
100 eat
101 sleep
102 repeat
```





```
0 eat
1 sleep
2 repeat
```

__CALL__

Python has a set of built-in methods and `__call__` is one of them. The `__call__` method enables Python programmers to write classes where the instances behave like functions and can be called like a function. When the instance is called as a function; if this method is defined, `x(arg1, arg2, ...)` is a shorthand for `x.__call__(arg1, arg2, ...)`.

```
class a():
    y=0
    def __init__(self,y):
        self.y =y
    def __call__(self,z):
        if z > self.y:
            return z-self.y
        else:
            return self.y-z
class b(a):
    def __call__(self, z=4):
        if z > self.y:
            return z-self.y
        else:
            return self.y-z
print(a(5)(b(6)()))
print(a(6)(b(5)(6)))
```

Output - 3
 5

```
 class Example:
    def __init__(self):
        print("Instance Created")

 # Defining __call__ method
    def __call__(self):
        print("Instance is called via special method")

# Instance created
e = Example()
# __call__ method will be called
e()
```

Output:

```
Instance Created
Instance is called via special method
```


List comprehension examples

ב. (10 נק') כתוב באמצעות list comprehension ביטוי המקבל רשימה של tuples. כל (i,x) tuple: מורכב משני מספרים שלמים חיוביים המספר הראשון (i) הוא האינדקס והמספר השני (x) הוא הערך. יש להרכיב רשימה חדשה בה כל ערך נמצא באינדקס שלו. יש לבדוק שקיימים כל האינדקסים מ-0 עד האינדקס הגדול ביותר. במידה וחסר אינדקס, יש להשלים את הערך במיקום החסר עם המספר 1000-.

לדוגמא, עבור הקלט [(4,9),(0,2),(1,4),(3,2)] יחזיר הביטוי את הרשימה [2, 4, 1000, 9] (האינדקס 2 חסר ולפיכך 1000 -)

```
lst = [(4,9),(0,2),(1,4),(3,2)]
x = [dict(lst)[h1] if h1 in dict(lst).keys() else h2 for h1,h2 in enumerate([-1000 for u in range(reduce(max, [x for x,y in lst])+1))]]
print(x)
```

כדאי לשים לב לשימוש היפה כאן בהפיכת הרשימה של ה tuples ל- dictionary מה שנותן עבר קל יותר על ה-keys.

קבלת רשימה של מספרים והחזרת רשימה חדשה של strings שבה רשום עבור כול מספר אם הוא ראשוני או לא

```
n=10
m=20
numbers = range(n,m+1)
M = ["Prime" if all(x % y != 0 for y in range(2, x)) else "NotPrime" for x in numbers]
print(M)
```

דוגמא לGenerator הממומש כמחלקה וכפונקציה, שמחזיר את כול המספרים הראשוניים עד מספר מסוים

```
def primeNumbersGenerator(MaxNumber):
    isPrime = False
    current = 1
    for i in range (1,MaxNumber):
        isPrime = True
        for i in range(2, current):
            if (current % i == 0):
                isPrime = False
        if(isPrime == False):
            current+=1
        else:
            yield current
            current+=1

class primeNumbers():
    def __init__(self,maxNumber):
        self.max = maxNumber
        self.current=0
    def __iter__(self):
        return self
    def __next__(self):
        isPrime = False
        while (isPrime== False & self.current<=self.max):
            self.current += 1
            isPrime = True
            for i in range(2,self.current):
                if(self.current%i == 0 ):
                    isPrime = False
        return self.current

A= primeNumbers(10)
A.__iter__()
print(A.__next__())
print(A.__next__())
print(A.__next__())
```