

CSCI-SHU 210 Data Structures

100 Points

HOMEWORK ASSIGNMENT 1 - PYTHON REVIEW AND OOP

PROBLEM 1 – STRING GENERATOR - 20 POINTS

Write a Python generator that yields all possible strings formed by using the characters 'c', 'a', 't', 'd', 'o', and 'g' exactly once. When called, it generates an iterator.

Requirements

- The method has to be non-recursive
- Your solution has to be a generator.
- You are not allowed to use any third-party libraries such as itertools.
- The order in which your generator yields strings does not matter.
- You are not allowed to store generated substrings.
- You can not use Python sets.

Example 1

```
cat_dog = string_generator()
print(next(cat_dog), next(cat_dog), next(cat_dog)) # should print: godtac, godtca, godatc, ...
```

PROBLEM 2 – MY ITERABLE-ITERATOR OF 20 - 20 POINTS

Write the class iterable-iterator that counts from 1 to 20 before starting over from 1.

Requirements

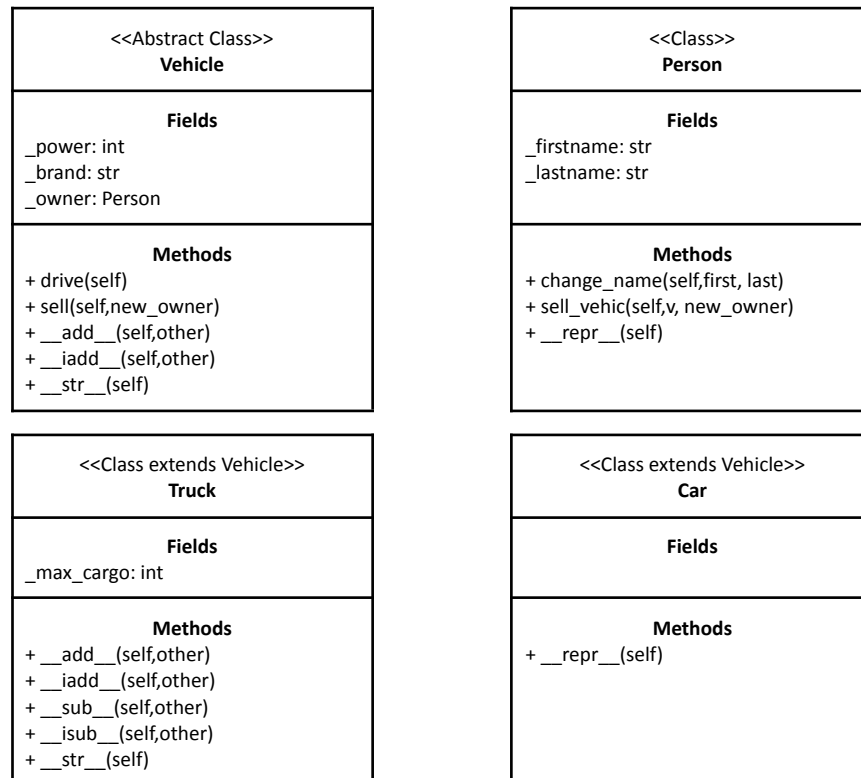
- Write a class `IterableIterator` that counts from 1 to 20 over and over.
- The class implements the iterable functions `__len__` and `__getitem__`
- The class implements the iterator functions `__iter__` and `__next__`
- You have to implement all functions correctly.

Example 1

```
my_obj = IterableIterator()
my_it = iter(my_obj)
print(my_obj[41]) # this prints 2
print(next(my_it), next(my_it), next(my_it), next(my_it)) # this prints 1 2 3 4
```

PROBLEM 3 – VEHICLE CLASS - 30 POINTS

Implement the following UML diagrams as Python classes as specified below.



Requirements

- Implement the classes as outlined above.
- Implement add, sub, iadd, and isub correctly. Return either new or edit existing instances.
- Implement and support the following operations:
 - Vehicles are initialized with a power value, a brand name, and an owner.
 - Vehicles can drive. This method returns the string "Driving".
 - Vehicles can be sold (e.g., car1.sell(Person("Peter","Moldan")))
 - Adding vehicles adds powers to instances (e.g., car1._power + car1._power)
 - When a vehicle is printed, the following format is used:
 - "Brand: _brand, Power: _power, Owner: person.__repr__"
 - Persons can change their name (e.g., person1.change_name("New", "Name"))
 - A person can sell a vehicle, only if the vehicle belongs to the person.
 - Calling represents on a person returns the following "Person(firstna, lastna)"
 - Adding trucks adds max_cargos (e.g., truck1._max_cargo + truck2._max_cargo)
 - Subtracting trucks subs max_cargos (e.g., truck1._max_cargo - truck2._max_cargo)
 - When a truck is printed the following format is used:
 - "Brand: _brand, Power: _power, Owner: person.__repr__, c: _max_cargo"
 - Calling represents on a car returns the following "Car(Brand, power, firstna, lastna)"

PROBLEM 4 – BINARY PALINDROME - 30 POINTS

Write the function `is_palindrome(num)`, which accepts a positive integer and checks whether this integer represents a palindrome in binary representation. You have to use bitwise operations. You can not use any Python function such as `bin()`, `int()`, `str()`, or others. You can not use lists, arrays, strings, or any other datatypes.

Requirements

- You can only use bitwise operations
- You are not allowed to use any Python functions

Example 1

```
print(is_palindrome(220395)) # should print True
```

Example 2

```
print(is_palindrome(1060)) # should print False
```

Example 3

```
print(is_palindrome(75817)) # should print True
```

Example 4

```
print(is_palindrome(820)) # should print False
```

Example 5

```
print(is_palindrome(5557)) # should print True
```