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# **impracticalpythonprojects**

***Release 0.25.0***

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# MODULE REFERENCE

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build passing

coverage 100%

Example implementations of the practice and challenge projects in [Impractical Python Projects](#). Alternative answers to practice projects and supporting files can be found at the [official GitHub page](#).

It's a fantastic intermediate level book that has truly impractical (but fun) projects. It's a great way to get tricked into learning new conventions, techniques, and modules.

My original [python-tutorials](#) repository is already very nested, so these will be easier to find and review here; however, the original repository still has relevant information about configuring a Python environment/IDE.

Bonus content includes Google style docstrings (such wow), main functions (so standard), pip requirements files (so helpful), and test files (**not** punny at all).



## 1.1 src package

### 1.1.1 Subpackages

src.ch01 package

Subpackages

src.ch01.challenge package

Submodules

src.ch01.challenge.c1\_foreign\_bar\_chart module

Return letter 'bar chart' of a non-English sentence.

`src.ch01.challenge.c1_foreign_bar_chart.add_keys_to_dict(dictionary: dict) → dict`  
Add keys to dictionary.

Check keys of a letter dictionary and add missing letters.

**Parameters** `dictionary` (*dict*) – Dictionary to check keys of.

**Returns** Dictionary with `string.ascii_lowercase` as keys.

**Raises** `TypeError` – If `dictionary` is not a `dict`.

`src.ch01.challenge.c1_foreign_bar_chart.foreign_freq_analysis(sentence: str) → dict`

Wrap `freq_analysis` and `add_keys_to_dict`.

Passes given sentence through `freq_analysis()` then `add_keys_to_dict()` to fill in missing keys.

**Parameters** `sentence` (*str*) – String to count letters of.

**Returns** Dictionary with `string.ascii_lowercase` as keys and a `list` with letters repeated based on their frequency as values.

`src.ch01.challenge.c1_foreign_bar_chart.main()`  
Demonstrates the Foreign Bar Chart.

**src.ch01.challenge.c2\_name\_generator module**

Generate pseudo-random names from a list of names.

`src.ch01.challenge.c2_name_generator.add_name_to_key` (*name: str, dictionary: dict, key: str*) → None

Add name to key in dictionary.

Add **name** to **dictionary** under **key** if not already present.

**Parameters**

- **name** (*str*) – Name to add to **dictionary**.
- **key** (*str*) – Key to add **name** under.
- **dictionary** (*dict*) – Dictionary to add **name** to.

**Returns** None. **name** is added under **key** if not present, **dictionary** is unchanged otherwise.

**Raises** **TypeError** – If **name** and **key** aren't *str* or if **dictionary** isn't a *dict*.

`src.ch01.challenge.c2_name_generator.build_name_list` (*folderpath: str*) → list

Build name list from folder.

Builds list of names from name files in given folder.

**Parameters** **folderpath** (*str*) – Path to folder with name files.

**Returns** List with names from **folderpath**.

**Raises** **IndexError** – If **folderpath** has no *.txt* files.

`src.ch01.challenge.c2_name_generator.generate_name` (*name\_dict: dict*) → str

Generate pseudo-random name.

Use names in dictionary to generate a random name.

**Parameters** **name\_dict** – Dictionary from *split\_names()*.

**Returns** String with a random name.

**Raises** **KeyError** – If there aren't three keys in the dictionary.

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**Note:** Only add middle name between 1/3 and 1/4 of the time.

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`src.ch01.challenge.c2_name_generator.main()`

Demonstrate name generator.

`src.ch01.challenge.c2_name_generator.name_generator` (*folderpath: str*) → str

Wrap `generate_name`, `split_names`, and `build_name_list`.

Passes given **folderpath** through *build\_name\_list()* to get the names in a *list*, then *split\_names()* to split them into a *dict*, and finally through *generate\_name()* to make the actual name.

**Parameters** **folderpath** (*str*) – Path to folder with name files.

**Returns** String with pseudo-random name.

`src.ch01.challenge.c2_name_generator.read_from_file` (*filepath: str*) → list

Read from file.

Reads lines from text file and returns a *list*.

**Parameters** **filepath** (*str*) – Path to file with names.



**Returns** List with each line from the file as an element.

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**Note:** Removes trailing whitespaces.

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`src.ch01.challenge.c2_name_generator.split_names(name_list: list) → dict`

Split names from list of names.

Splits first, middle, and last names from a given list of names.

**Parameters** `name_list (list)` – List with names as elements.

**Returns** Dictionary of lists with `first`, `middle`, and `last` as keys and names as values.

**Raises**

- **TypeError** – If given name list is not a `list` or `tuple`.
- **ValueError** – If given name list is empty.

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**Note:** Drops suffix and adds nickname to middle names.

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## Module contents

Chapter 1 Challenge Projects.

`src.ch01.challenge.ADD_KEYS_ERROR`

String with `TypeError` for `add_keys_to_dict()`.

**Type** `str`

`src.ch01.challenge.SPLIT_NAME_LIST_ERROR`

String with `TypeError` for `split_names()`.

**Type** `str`

`src.ch01.challenge.SPLIT_NAME_EMPTY_ERROR`

String with `ValueError` for `split_names()`.

**Type** `str`

`src.ch01.challenge.ADD_NAME_TO_KEY_ERROR`

String with `TypeError` for `add_name_to_key()`.

**Type** `str`

`src.ch01.challenge.GENERATE_NAME_ERROR`

String with `KeyError` for `generate_name()`.

**Type** `str`

`src.ch01.challenge.BUILD_LIST_ERROR`

String with `IndexError` for `build_name_list()`.

**Type** `str`

## src.ch01.practice package

### Submodules

#### src.ch01.practice.p1\_pig\_latin module

Takes a word as input and returns its Pig Latin equivalent.

`src.ch01.practice.p1_pig_latin.encode(word: str) → str`  
Check if word starts with vowel, then translate to Pig Latin.

If a word begins with a consonant, move the consonant to the end of the word and add 'ay' to the end of the new word. If a word begins with a vowel in `VOWELS`, add 'way' to the end of the word.

**Parameters** `word` (`str`) – Word to encode to Pig Latin.

**Returns** Encoded Pig Latin word.

**Raises** `TypeError` – If `word` is not a string.

`src.ch01.practice.p1_pig_latin.main()`  
Demonstrate Pig Latin encoder.

#### src.ch01.practice.p2\_poor\_bar\_chart module

Takes a sentence as input and returns a 'bar chart' of each letter.

`src.ch01.practice.p2_poor_bar_chart.freq_analysis(sentence: str) → dict`  
Perform frequency analysis of letters in sentence.

Iterate through each letter in the sentence and add it to a dictionary of lists using `collections.defaultdict`.

**Parameters** `sentence` (`str`) – String to count letters of.

**Returns** `defaultdict` with each letter as keys and a `list` with letters repeated based on their frequency as values.

### Example

```
>>> from src.ch01.practice.p2_poor_bar_chart import freq_analysis
>>> test = 'aaabbbccc'
>>> freq_analysis(test)
defaultdict(<class 'list'>, {'a': ['a', 'a', 'a'],
                             'b': ['b', 'b', 'b'],
                             'c': ['c', 'c', 'c']})
```

**Raises** `TypeError` – If `sentence` is not a string.

`src.ch01.practice.p2_poor_bar_chart.main()`  
Demonstrates the Poor Bar Chart.

`src.ch01.practice.p2_poor_bar_chart.print_bar_chart(freq_dict: dict) → None`  
Print dictionary to terminal.

Use `pprint.pprint()` to print dictionary with letter frequency analysis to terminal.

**Parameters** `freq_dict` (*dict*) – Dictionary with frequency analysis from `freq_analysis()`.

**Returns** `None`. Prints `freq_dict`.

**Raises** `TypeError` – If `freq_dict` is not a dictionary.

## Module contents

Chapter 1 Practice Projects.

`src.ch01.practice.VOWELS`

Tuple containing characters of the English vowels (except for ‘y’)

**Type** `tuple`

`src.ch01.practice.ENCODE_ERROR`

String with `TypeError` for Pig Latin `encode()`.

**Type** `str`

`src.ch01.practice.FREQ_ANALYSIS_ERROR`

String with `TypeError` for Poor Bar Chart `freq_analysis()`.

**Type** `str`

`src.ch01.practice.PRINT_BAR_CHART_ERROR`

String with `TypeError` for Poor Bar Chart `print_bar_chart()`.

**Type** `str`

## Module contents

Chapter 1.

## src.ch02 package

### Submodules

#### src.ch02.c1\_recursive\_palindrome module

Recursively determine if a word is a palindrome.

`src.ch02.c1_recursive_palindrome.main` (*word: str = None*) → `None`

Demonstrate the recursive palindrome tester.

This is only supposed to be a demo, but coverage necessitates excessiveness.

**Parameters** `word` (*str*) – Word to test if it is a palindrome.

**Returns** `None`. Identifies `word` as a palindrome.

`src.ch02.c1_recursive_palindrome.recursive_ispalindrome` (*word: str*) → `bool`

Recursively check if a word is a palindrome.

**Parameters** `word` (*str*) – String to check palindrome-ness.

**Returns** `True` if the word is a palindrome, `False` otherwise.

**Raises** `TypeError` – If `word` is not a string.

## src.ch02.p1\_cleanup\_dictionary module

Cleanup word dictionary.

Various functions for cleaning up a word dictionary.

`src.ch02.p1_cleanup_dictionary.APPROVED_WORDS`

Words that should always appear in a word dictionary.

**Type** `list`

`src.ch02.p1_cleanup_dictionary.cleanup_dict(filepath: str) → list`

Wrap `read_from_file` and `cleanup_list`.

Passes given `filepath` through `read_from_file()` to get a list of words, then `cleanup_list()` to remove single letter words.

**Parameters** `filepath` (`str`) – String with path to word dictionary file.

**Returns** List with words as elements excluding single letter words.

`src.ch02.p1_cleanup_dictionary.cleanup_list(word_list: list) → list`

Cleanup word list.

Remove single letter words from a `list` of words.

**Parameters** `word_list` (`list`) – List with words as elements.

**Returns** List with words as elements excluding single letter words.

**Raises** `IndexError` – If `word_list` is empty.

`src.ch02.p1_cleanup_dictionary.cleanup_list_more(word_list: list) → list`

Cleanup word list even more.

First, remove words with apostrophes, double letter words, duplicates, and words with letters not in `string.ascii_lowercase` from a `list` of words. Then, add `APPROVED_WORDS` back into list. Finally, sort list.

**Parameters** `word_list` (`list`) – List with words as elements.

**Returns** Sorted list with words as elements excluding cleaned words and `APPROVED_WORDS` added.

**Raises** `IndexError` – If `word_list` is empty.

`src.ch02.p1_cleanup_dictionary.main()`

Demonstrate cleanup dictionary.

## Module contents

Chapter 2.

`src.ch02.DICTIONARY_FILE_PATH`

String with path to Ubuntu 18.04.2's American English dictionary file.

**Type** `str`

`src.ch02.CLEANUP_LIST_ERROR`

String with `IndexError` for Cleanup Dictionary `cleanup_list()`.

**Type** `str`

`src.ch02.RECURSIVE_ISPALINDROME_ERROR`

String with `TypeError` for Recursive Palindrome `recursive_ispalindrome()`.

Type `str`

## src.ch03 package

### Submodules

#### src.ch03.c1\_anagram\_generator module

Generate phrase anagrams from a word or phrase.

`src.ch03.c1_anagram_generator.anagram_generator(word: str) → list`

Generate phrase anagrams.

Make phrase anagrams from a given word or phrase.

**Parameters** `word` (`str`) – Word to get phrase anagrams of.

**Returns** `list` of phrase anagrams of `word`.

`src.ch03.c1_anagram_generator.extend_anagram_dict(word_list: list, dictionary: dict)`

Extend an anagram dictionary.

Adds words from given word list to a given anagram dictionary.

**Parameters**

- `word_list` (`list`) – List of words to add to anagram dictionary.
- `dictionary` (`dict`) – Anagram dictionary to add words to.

**Returns** `None`. If words in `word_list` are in `dictionary` they are not added. Otherwise, they are added.

`src.ch03.c1_anagram_generator.find_anagram_phrases(phrases: list, word: str, anagram_dict: dict, phrase: list) → None`

Find anagram phrases.

Recursively finds anagram phrases of `word` by removing unusable words from the `anagram_dict`, finding remaining anagrams given the `phrase`, then adding any found anagram phrases to `phrases`.

**Parameters**

- `phrases` (`list`) – List of anagram phrases.
- `word` (`str`) – Current word to find anagram phrases of.
- `anagram_dict` (`dict`) – Current anagram dictionary to find anagrams with.
- `phrase` (`list`) – Current anagram phrase candidate.

**Returns** `None`. `phrases` is updated with any found anagram phrases.

`src.ch03.c1_anagram_generator.find_anagrams(word: str, anagram_dict: dict) → list`

Find anagrams in word.

Find all anagrams in a given word (or phrase) using anagram dictionary.

**Parameters**

- `word` (`str`) – Word to find anagrams of.

- **anagram\_dict** – Dictionary from `get_anagram_dict()`.

**Returns** `list` of `str` with all anagrams in `word`.

`src.ch03.c1_anagram_generator.get_anagram_dict(word_list: list) → dict`  
Get an anagram dictionary from `word_list`.

Get the ID of each word in `word list` and add it to a dictionary with the ID as the key.

**Parameters** `word_list (list)` – List of words to make into anagram dictionary.

**Returns** `defaultdict` of `list` with an ID (`int`) as the key and words whose product of letters equal that ID as values.

`src.ch03.c1_anagram_generator.get_id(word: str) → int`  
Get ID number of word.

Assign a unique prime number to each letter in `ascii_lowercase`. The product of each letter in `word` is its ID number.

**Parameters** `word (str)` – Word to get ID of.

**Returns** `int` representing ID of `word`.

`src.ch03.c1_anagram_generator.get_primes(length: int = 26, min_prime: int = 2, max_prime: int = 101) → list`  
Get list of primes.

Given a length, minimum, and maximum prime number, return a list of prime numbers.

**Parameters**

- **length (int)** – Number of prime numbers to return. Defaults to 26.
- **min\_prime (int)** – Smallest prime number to return. Defaults to 2.
- **max\_prime (int)** – Largest prime number to return. Defaults to 101.

**Returns** `list` of `length` prime numbers with `min_prime` as the smallest prime number and `max_prime` as the largest prime number in the list.

`src.ch03.c1_anagram_generator.main()`  
Demonstrate the Anagram Generator.

`src.ch03.c1_anagram_generator.multi_get_anagram_dict(word_list: list) → dict`  
Multithreaded get anagram dictionary.

Uses `os.cpu_count()` and `threading.Thread` to use all CPUs to make an anagram dictionary with the intent of being more efficient than `get_anagram_dict()`.

**Parameters** `word_list (list)` – List of words to make into anagram dictionary.

**Returns** `defaultdict` of `list` with an ID (`int`) as the key and words whose product of letters equal that ID as values.

**Warning:** Avoids race conditions by heavily relying on CPython's [Global Interpreter Lock](#). More info about [Thread Objects](#).

`src.ch03.c1_anagram_generator.remove_unusable_words(anagram_dict: dict, usable_letters: list) → dict`  
Remove unusable words from anagram dictionary.

Creates new anagram dictionary by including only IDs that can be IN `usable_letters`.

**Parameters**

- **anagram\_dict** (*dict*) – Anagram dictionary to prune.
- **usable\_letters** (*list*) – List of letters that must be used.

**Returns** `defaultdict` of *list* with an ID (*int*) as the key and words whose product of letters equal that ID as values.

`src.ch03.c1_anagram_generator.split` (*a\_list: list, parts: int*) → *list*  
Split a list into parts.

Split given list into given number of parts.

#### Parameters

- **a\_list** (*list*) – List to split.
- **parts** (*int*) – Number of parts to split list into.

**Returns** List of lists with **a\_list** split into **parts**.

#### Example

```
>>> import src.ch03.c1_anagram_generator.split as split
>>> some_list = ['this', 'is', 'a', 'list']
>>> split_list = split(some_list, 2)
>>> print(split_list)
[['this', 'is'], ['a', 'list']]
```

### src.ch03.p1\_digram\_counter module

Counts the occurrence of all possible digrams of a word in a dictionary.

`src.ch03.p1_digram_counter.count_digrams` (*digrams: set, dict\_list: list*) → *dict*  
Count digrams in word dictionary.

Count frequency of each digram in the set in a word dictionary list.

#### Parameters

- **digrams** (*set*) – Set of digrams to count frequency of.
- **dict\_list** (*list*) – Word dictionary list.

**Returns** `Counter` with digrams as keys and their counts as values.

**Raises** `TypeError` – If **digrams** isn't a set or if **dict\_list** isn't a list.

`src.ch03.p1_digram_counter.digram_counter` (*word: str, dict\_file: str* = `"/usr/share/dict/american-english"`) → *dict*

Wrap `get_digrams`, `count_digrams`, and `read_from_file`.

Send **word** through `get_digrams()` to get a set of digrams which is then passed through `count_digrams()` along with the list made by passing **dict\_file** through `read_from_file()`.

#### Parameters

- **word** (*str*) – Word to get digrams of.
- **dict\_file** (*str*) – Path of dictionary file to get a frequency analysis of each digram. Defaults to `DICTIONARY_FILE_PATH`.

**Returns** `Counter` with digrams as keys and their counts as values.

`src.ch03.pl_digram_counter.get_digrams(word: str) → set`  
Get a set of digrams given a word.

Generate all possible digrams of a given word.

**Parameters** `word (str)` – String to get digrams of.

**Returns** `set` of all possible digrams of the given word.

**Raises** `TypeError` – If `word` isn't a string.

`src.ch03.pl_digram_counter.main()`  
Demonstrate the digram counter.

## Module contents

Chapter 3.

`src.ch03.GET_DIGRAMS_ERROR`  
String with `TypeError` for `get_digrams()`.

**Type** `str`

`src.ch03.COUNT_DIGRAMS_ERROR`  
String with `TypeError` for `count_digrams()`.

**Type** `str`

## src.ch04 package

### Subpackages

#### src.ch04.challenge package

### Submodules

#### src.ch04.challenge.c1\_encode\_route module

Encode a route cipher and replace code words.

`src.ch04.challenge.c1_encode_route.encode_route(plaintext: str, keys: list, rows: int) → list`

Encode plaintext message with route cipher.

Clean **plaintext** with `format_plaintext()`, replace sensitive intel with `replace_words()`, fill with dummy words using `fill_dummy()` until **keys** and **rows** are factors, then encrypt with a route cipher using **keys**.

#### Parameters

- **plaintext** (`str`) – Plaintext message to encode with route cipher.
- **keys** (`list`) – List of positive/negative integers representing cipher route.
- **rows** (`int`) – Number of rows to use in the route cipher table.

**Returns** List of strings of transposed words.



---

**Note:** Assumes vertical encoding routes.

---

`src.ch04.challenge.c1_encode_route.fill_dummy` (*plainlist: list, factors: list, dummy\_words: list = None*) → list

Fill a plainlist with dummy words.

Adds pseudorandom dummy words to the end until the factors of the length of **plainlist** includes **factors**.

**Parameters**

- **plainlist** (*list*) – List of words of plaintext message.
- **factors** (*list*) – List of integers that must be factors of the length of **plainlist**.
- **dummy\_words** (*list*) – List of dummy words to use as filler. If not provided, defaults to `DICTIONARY_FILE_PATH` using `cleanup_dict()`.

**Returns** Same list as **plainlist**, but with dummy words added.

`src.ch04.challenge.c1_encode_route.format_plaintext` (*plaintext: str*) → list

Format plaintext message for encoding.

Prepare **plaintext** for route cipher encoding. Convert to lowercase, remove punctuation.

**Parameters** **plaintext** (*str*) – Plaintext message to format.

**Returns** List of strings of each word in plaintext message.

`src.ch04.challenge.c1_encode_route.main()`

Demonstrate the route cipher encoder.

`src.ch04.challenge.c1_encode_route.replace_words` (*plainlist: list, code\_words: dict = None*) → list

Replace sensitive words with code words.

Replace words that shouldn't be transmitted with code words.

**Parameters**

- **plainlist** (*list*) – List of strings of each word in plaintext message.
- **code\_words** (*dict*) – Dictionary of sensitive words and their code words. If not provided, defaults to the book's code words. Use lowercase strings in dictionary.

**Returns** Same list, but with sensitive words replaced with code words.

## src.ch04.challenge.c2\_encode\_rail module

Encode message with a 3-rail fence cipher.

`src.ch04.challenge.c2_encode_rail.encode_rail` (*plaintext: str, split: int = 5*) → str

Encode rail fence cipher.

Encode **plaintext** with a 3-rail fence cipher. Scrub the plaintext with `format_plaintext()`, then encrypt it with `split_rails()`.

**Parameters**

- **plaintext** (*str*) – Message to encrypt with 3-rail fence cipher.
- **split** (*int*) – How many letter segments to split message into. Defaults to 5.

**Returns** String with encrypted message split into **split** chunks for easier transmission.

```
src.ch04.challenge.c2_encode_rail.main()
```

Demonstrate 3-rail fence cipher encoder.

```
src.ch04.challenge.c2_encode_rail.split_rails(plaintext: str) → str
```

Split plaintext into 3 rails for encryption.

Split the rails where the top rail is every 4th letter, the middle rail is every other letter starting at 1, and the bottom rail is every 4th letter starting at 2. After splitting, concatenate each rail and return the result.

**Parameters** `plaintext` (*str*) – Plain text message without spaces or punctuation.

**Returns** String with message encrypted using 3 rail fence cipher.

## Module contents

Chapter 4 Challenge Projects.

### src.ch04.practice package

#### Submodules

#### src.ch04.practice.p1\_hack\_lincoln module

Hack route cipher sent by Abraham Lincoln.

```
src.ch04.practice.p1_hack_lincoln.decode_route(keys: list, cipherlist: list) → list
```

Decode route cipher.

Decode **cipherlist** encoded with a route cipher using **keys**.

**Parameters**

- **keys** (*list*) – List of signed, integer keys.
- **cipherlist** (*list*) – List of strings representing encoded message.

**Returns** List of strings representing plaintext message.

---

**Note:** Assumes vertical encoding route.

---

```
src.ch04.practice.p1_hack_lincoln.get_factors(integer: int) → list
```

Get factors of integer.

Calculate factors of a given integer.

**Parameters** **integer** (*int*) – Number to get factors of.

**Returns** List of integer factors of **integer**.

```
src.ch04.practice.p1_hack_lincoln.hack_route(ciphertext: str) → None
```

Hack route cipher.

Hack route cipher by using `get_factors()` to find all possible key lengths. Then use `keygen()` to generate all possible keys and pass each one through `decode_route()`.

**Parameters** **ciphertext** (*str*) – Message encoded with route cipher.

**Returns** None. Prints all possible decoded messages.

`src.ch04.practice.p1_hack_lincoln.keygen (length: int) → list`  
Generate all possible route cipher keys.

Generates a list of all possible route cipher keys of **length**.

**Parameters** **length** (*int*) – Length of route cipher key.

**Returns** List of lists of integers representing all possible route cipher keys of **length**.

### Example

```
>>> from src.ch04.practice.p1_hack_lincoln import keygen
>>> keygen(2)
[[-1, -2], [-1, 2], [1, -2], [1, 2]]
```

`src.ch04.practice.p1_hack_lincoln.main()`  
Demonstrate hack of Lincoln's route cipher.

## src.ch04.practice.p2\_identify\_cipher module

Identify letter transposition or substitution cipher.

`src.ch04.practice.p2_identify_cipher.identify_cipher (ciphertext: str, threshold: float) → bool`

Identify letter transposition or substitution cipher.

Compare most frequent letters in **ciphertext** with the most frequent letters in the English alphabet. If above **threshold**, it is a letter transposition cipher. If not, it is a letter substitution cipher.

### Parameters

- **ciphertext** (*str*) – Encrypted message to identify.
- **threshold** (*float*) – Percent match in decimal form.

**Returns** `True` if the **ciphertext** is a letter transposition cipher. `False` otherwise.

`src.ch04.practice.p2_identify_cipher.is_substitution (ciphertext: str) → bool`  
Identify letter substitution cipher.

Wrapper for `identify_cipher()`. **threshold** defaults to 0.45.

**Parameters** **ciphertext** (*str*) – Encrypted message to identify.

**Returns** `True` if the **ciphertext** is a letter substitution cipher. `False` otherwise.

`src.ch04.practice.p2_identify_cipher.is_transposition (ciphertext: str) → bool`  
Identify letter transposition cipher.

Wrapper for `identify_cipher()`. **threshold** defaults to 0.75.

**Parameters** **ciphertext** (*str*) – Encrypted message to identify.

**Returns** `True` if the **ciphertext** is a letter transposition cipher. `False` otherwise.

`src.ch04.practice.p2_identify_cipher.main (ciphertext: str = None) → None`  
Demonstrate the cipher identifier.

This is only supposed to be a demo, but coverage necessitates excessiveness.

**Parameters** **ciphertext** (*str*) – Encrypted letter transposition or letter substitution cipher to demonstrate.

**Returns** `None`. Identifies `ciphertext`'s cipher.

### src.ch04.practice.p2\_identify\_cipher\_deco module

Identify letter transposition or substitution cipher using decorator.

---

**Note:** Not part of the book, I was just curious about decorators and decided to tinker with them a bit.

---

`src.ch04.practice.p2_identify_cipher_deco.identify(threshold: float = 0.5)`  
Make decorator for `identify_cipher`.

Decorator factory to replace a decorated function with `identify_cipher()`. A bit like going around the world to reach the teleporter across the street, but at import time instead of runtime, so it doesn't matter.

Luciano Ramalho's book *Fluent Python* appropriately calls decorators "syntactic sugar" when they aren't used in classes. It also references the `wrapt` module's [blog on GitHub](#) for a deeper explanation of decorators.

Not sure what a decorator factory would be called... syntactic caramel?

**Parameters** `threshold (float)` – Percent match in decimal form.

**Returns** Whatever the output of `identify_cipher()` would be given the decorated function's input.

`src.ch04.practice.p2_identify_cipher_deco.is_substitution(ciphertext: str) → bool`  
Identify letter substitution cipher.

Empty function to wrap with `identify_cipher()` using `identify()`. `threshold` defaults to 0.45.

**Parameters** `ciphertext (str)` – Encrypted message to identify.

**Returns** `True` if the `ciphertext` is a letter substitution cipher. `False` otherwise.

`src.ch04.practice.p2_identify_cipher_deco.is_transposition(ciphertext: str) → bool`  
Identify letter transposition cipher.

Empty function to wrap with `identify_cipher()` using `identify()`. `threshold` defaults to 0.75.

**Parameters** `ciphertext (str)` – Encrypted message to identify.

**Returns** `True` if the `ciphertext` is a letter transposition cipher. `False` otherwise.

### src.ch04.practice.p3\_get\_keys module

Get route cipher key from user and store as dictionary.

---

**Note:** Assumes vertical cipher routes.

---

`src.ch04.practice.p3_get_keys.get_keys() → list`  
Get route cipher keys from user.

User only has to enter positive/negative integers. Each gets added to a list and returned when the user has no other keys to add.

**Returns** List of integers as column numbers and positive/negative values as route direction.

```
src.ch04.practice.p3_get_keys.key_to_dict (keys: list) → dict
```

Convert route cipher key to dictionary.

Take a route cipher key in list format where integers are column numbers and positive/negative is the route direction and convert to a dictionary where the column numbers are keys and the route direction as up/down are the values.

**Parameters** **keys** (*list*) – List of integers with direction as positive/negative.

**Returns** Integers keys and up/down as values.

```
src.ch04.practice.p3_get_keys.main ()
```

Demonstrate getting route cipher keys from the user.

### src.ch04.practice.p4\_generate\_keys module

Generate route cipher keys for brute-forcing a route cipher.

Already implemented with `keygen()`, but this version will return a list of tuples.

```
src.ch04.practice.p4_generate_keys.generate_keys (length: int) → list
```

Generate all possible route cipher keys.

Generates a list of all possible route cipher keys of **length**.

**Parameters** **length** (*int*) – Length of route cipher key.

**Returns** List of tuples of integers representing all possible route cipher keys of **length**.

```
src.ch04.practice.p4_generate_keys.main ()
```

Demonstrate the key generator.

### src.ch04.practice.p5\_hack\_route module

Another way to hack a route cipher.

Already implemented in `p1_hack_lincoln`, but this version will use the building blocks made in `p2_identify_cipher`, `p3_get_keys`, and `p4_generate_keys`.

```
src.ch04.practice.p5_hack_route.decode_route (keys: dict, cipherlist: list) → list
```

Decode route cipher.

Decode **cipherlist** encoded with a route cipher using **keys**.

**Parameters**

- **keys** (*dict*) – up/down dictionary with column numbers as keys.
- **cipherlist** (*list*) – List of strings representing encoded message.

**Returns** List of strings representing plaintext message.

---

**Note:** Assumes vertical encoding route.

---

```
src.ch04.practice.p5_hack_route.hack_route (ciphertext: str, columns: int) → None
```

Hack route cipher using brute-force attack.

Determine if **ciphertext** is a transposition cipher. If so, use **columns** to generate all possible keys. Convert each key to an up/down dictionary for each route to take, then print the result of each key.

#### Parameters

- **ciphertext** (*str*) – Route cipher encoded string to hack.
- **columns** (*int*) – Number route cipher columns.

**Returns** *None*. Prints all possible decoded messages.

```
src.ch04.practice.p5_hack_route.main()
```

Demonstrate the route cipher hacker.

#### Module contents

Chapter 4 Practice Projects.

#### Module contents

Chapter 4.

#### src.ch05 package

#### Submodules

#### src.ch05.p1\_encode\_null module

Encode a message in a list using a null cipher.

```
src.ch05.p1_encode_null.encode_null(message: str, word_list: list) → list
```

Encode plaintext message with null cipher.

Embed **message** in a list of words using **word\_list**. Use second letter in first word of cipherlist, then third letter in second word of cipherlist, and repeat until **message** is embedded in cipherlist.

#### Parameters

- **message** (*str*) – Message to encrypt with null cipher. Spaces and punctuation are okay, but will be removed. Uppercase converted to lowercase.
- **word\_list** (*list*) – List of words to build cipherlist. The more the merrier.

**Returns** List of words with **message** embedded as described. Context is *not* provided.

**Raises** **ValueError** – if the list of names doesn't have a name with the needed letter.

```
src.ch05.p1_encode_null.main()
```

Demonstrate null cipher encoder.

Encode a message in a list of last names. First last name in list isn't used and some unused last names are added near the beginning of the list.

---

**Tip:** The website [bestwordlist.com](http://bestwordlist.com) helped with the missing names.

---

#### Module contents

Chapter 5.

### 1.1.2 Module contents

impracticalpythonprojects.

Example implementations of the projects in Impractical Python Projects.

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Jose A. Lerma III





## INDICES AND TABLES

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