

```
from operator import itemgetter
```

```
class ProgrammingLanguage:
```

```
    def __init__(self, id, name):  
        self.id = id  
        self.name = name
```

```
class Constr:
```

```
    def __init__(self, id, name, num_of_constrs, prog_lang_id):  
        self.id = id  
        self.name = name  
        self.num_of_constrs = num_of_constrs  
        self.prog_lang_id = prog_lang_id
```

```
class ProgrammingLanguageConstr:
```

```
    def __init__(self, prog_lang_id, constr_id):  
        self.prog_lang_id = prog_lang_id  
        self.constr_id = constr_id
```

```
programming_languages = [  
    ProgrammingLanguage(1, 'C++'),  
    ProgrammingLanguage(2, 'Python'),  
    ProgrammingLanguage(3, 'JavaScript'),  
]
```

```
constrs = [  
    Constr(1, 'cycles', 3, 1),  
    Constr(2, 'functions', 2, 2),  
    Constr(3, 'conditions', 4, 11),  
    Constr(4, 'increments', 2, 3),  
    Constr(5, 'decrements', 2, 22),  
    Constr(6, 'outputs', 1, 1),  
    Constr(7, 'classes', 1, 22),  
]
```

```
prog_lang_constrs = [
```

```
ProgrammingLanguageConstr(1, 1),
ProgrammingLanguageConstr(1, 2),
ProgrammingLanguageConstr(1, 4),
ProgrammingLanguageConstr(1, 5),
ProgrammingLanguageConstr(1, 6),
```

```
ProgrammingLanguageConstr(2, 1),
ProgrammingLanguageConstr(2, 3),
ProgrammingLanguageConstr(2, 4),
ProgrammingLanguageConstr(2, 5),
```

```
ProgrammingLanguageConstr(3, 1),
ProgrammingLanguageConstr(3, 6),
ProgrammingLanguageConstr(3, 7),
```

```
]
```

```
def main():
```

```
    one_to_many = [(o.name, o.num_of_constrs, l.name)
                    for l in programming_languages
                    for o in constrs
                    if l.id == o.prog_lang_id]
```

```
    many_to_many_temp = [(l.name, lo.prog_lang_id, lo.constr_id)
                          for l in programming_languages
                          for lo in prog_lang_constrs
                          if l.id == lo.prog_lang_id]
```

```
    many_to_many = [(o.name, o.num_of_constrs, name)
                    for name, _, constr_id in many_to_many_temp
                    for o in constrs if o.id == constr_id]
```

```
    print('Задание Б1')
    res_11 = sorted(one_to_many, key=itemgetter(2))
    print(res_11)
```

```
    print('\nЗадание Б2')
    res_12_unsorted = []
```

```
    for l in programming_languages:
        l_count = 0
        for la in constrs:
            if la.prog_lang_id == l.id:
                l_count += 1
        res_12_unsorted.append((l.name, l_count))
```

```

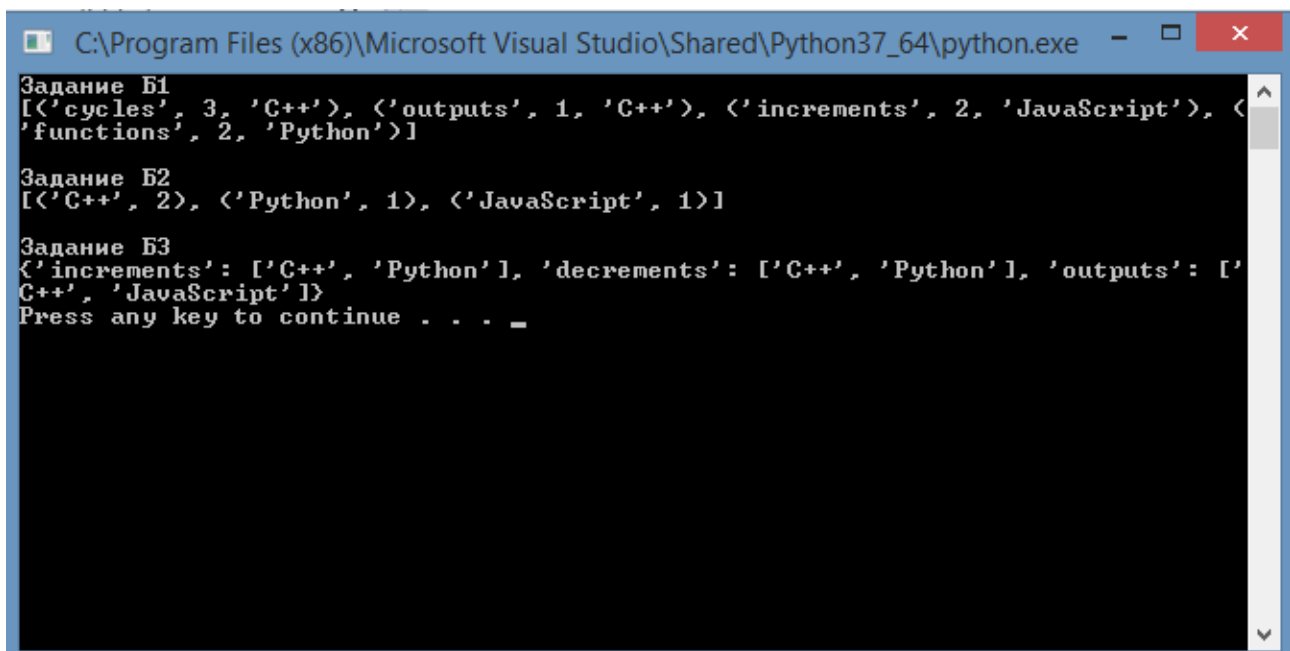
res_12 = sorted(res_12_unsorted, key=itemgetter(1), reverse=True)
print(res_12)
#Б3 Вывести список всех конструкций заканчивающийся на ts.
print("\nЗадание Б3")
sort_ProgrammingLanguage = list(filter(lambda x: x[0][-2:] == "ts", many_to_many))

res_13 = {}
while len(sort_ProgrammingLanguage) > 0:
    name = sort_ProgrammingLanguage[0][0]
    sp = list(filter(lambda x: x[0] == name, many_to_many))
    res_13[sp[0][0]] = [x for _, _, x in sp]
    for i in sort_ProgrammingLanguage:
        if i[0] == name:
            sort_ProgrammingLanguage.remove(i)

print(res_13)

if __name__ == '__main__':
    main()

```



```

C:\Program Files (x86)\Microsoft Visual Studio\Shared\Python37_64\python.exe
Задание Б1
[(<'cycles', 3, 'C++>, <'outputs', 1, 'C++>, <'increments', 2, 'JavaScript'>, <'functions', 2, 'Python'>)]

Задание Б2
[(<'C++', 2>, <'Python', 1>, <'JavaScript', 1>)]

Задание Б3
<'increments': ['C++', 'Python'], 'decrements': ['C++', 'Python'], 'outputs': ['C++', 'JavaScript']>
Press any key to continue . . . _

```