



# BSc. Artificial Intelligence & Data Science Level 04 CM 1601 Programming Fundamentals COURSEWORK Rapid Run

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# **Table of Contents:**

Command Line Menu:	3
Loading Horse Details:	4
AHD – Add Horse Details:	
SHD – Save Horse Details:	6
UHD – Update Horse Details:	
DHD – Delete Horse Details:	
VHD – View Horse Details:	
SDD – Select Four Horses Randomly:	
WHD – Winning Horses' Details:	
VWH – Visualize Winning Horses:	
Executing/Calling the Functions:	
Laccuting/Caning the Functions.	<b>2</b> 0
<u>List of Figures:</u>	
Figure 1 – Command Line Menu Output	3
Figure 2 – Loading Horse Details Output	
Figure 3 – AHD Output	
Figure 4 – AHD Flowchart	5
Figure 5 – SHD Output	6
Figure 6 – SHD Output in horse_details.txt file	6
Figure 7 – SHD Flowchart	7
Figure 8 – UHD Output	8
Figure 9 – UHD Output in horse_details.txt file	9
Figure 10 – UHD Flowchart	9
Figure 11 – DHD Output	
Figure 12 - DHD Output in horse_details.txt file	
Figure 13 – DHD Flowchart	
Figure 14 – VHD Output	
Figure 15 – VHD Flowchart	
Figure 16 – SDD Output	
Figure 17 – SDD Flowchart	
Figure 18 – WHD Output	
Figure 19 – WHD Flowchart	
Figure 20 – VWH Output	
Figure 21 – VWH Flowchart.	
Figure 22 – Output for Getting the Function from the User	
Figure 23 – Output for Exiting the Program	
Figure 24 – Output for Invalid Function	20





# **Command Line Menu:**

#### Code:

## Description:

• 'Command Line Menu' provides an interface to interact with the program and helps the user to select the functions he wants to execute.

```
Welcome to the Most anticipated event in the town: 'Rapid Run'
-----Operations-----
    AHD
         Add Horse Details
         Update Horse Details
    DHD
         Delete Horse Details
    VHD
         View Horse Details
         Save Horse Details
    SHD
    SDD
         Select Four Horses Randomly
         Winning Horses' Details
    WHD
    VWH
         Visualize Winning Horse
    ESC
         Exit
Horse details loaded successfully.
What would you like to do?
```

Figure 1 – Command Line Menu Output





# **Loading Horse Details:**

#### Code:

# Description:

- Empty horse\_details[] list is created to store details of the horses when the user inserts them.
- load\_horse\_details\_from\_file() function loads all the data that is stored in horse\_details file. It helps other functions to retrieve and edit data easily when they are executed.

# Output:

# Horse details loaded successfully.

Figure 2 – Loading Horse Details Output





# **AHD – Add Horse Details:**

#### Code:

# Description:

- add\_horse\_details() function takes horse details from the user and stores them in a dictionary.
- Input function directs the user to insert data accordingly.
- horse\_details.append() function adds the newly inserted data to the horse\_details list created before.

# Output:

```
What would you like to do? AHD
Enter Horse ID: 1013
Enter Horse Name: Flash
Enter Jockey Name: Wallace
Enter Age: 4yrs
Enter Breed: Standardbred
Enter Race Record: 6/8
Enter group: B
```

Figure 3 – AHD Output

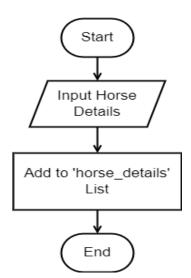


Figure 4 – AHD Flowchart





## <u>SHD – Save Horse Details:</u>

#### Code:

# Description:

- sort\_horse\_details() function sorts the horses according to the ascending order of their group.
- f = open() function opens the horse\_details.txt file and writes the inserted data.
- This function can also be called inside another function, so that the user doesn't have to execute SHD manually every time a change is made.

```
What would you like to do? SHD
Horse Details Saved to horse_details.txt Successfully!
```

Figure 5 – SHD Output

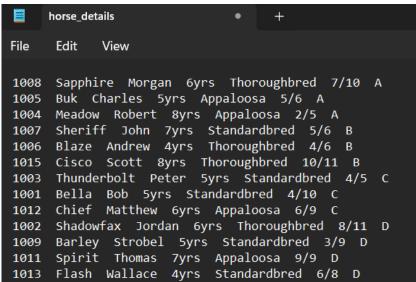


Figure 6 – SHD Output in horse\_details.txt





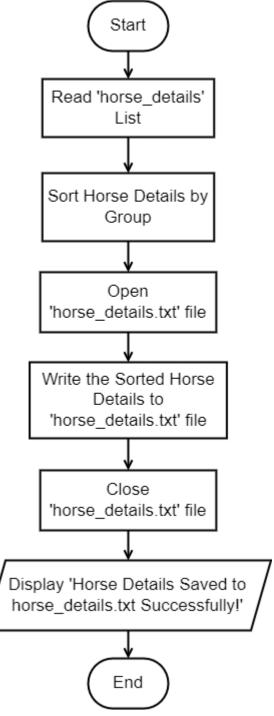


Figure 7 – SHD Flowchart





# <u>UHD – Update Horse Details:</u>

#### Code:

```
def update_horse_details():
   horse_id = input("Enter the ID of the Horse to Update: ")

global horse_details

for horse in horse_details:
   if horse["Horse ID"] == horse_id:
        horse["Horse Name"] = input("Enter Updated Horse Name: ")
        horse["Jockey Name"] = input("Enter Updated Jockey Name: ")
        horse["Age"] = input("Enter Updated Age: ")
        horse["Breed"] = input("Enter Updated Breed: ")
        horse["Race Record"] = input("Enter Updated Race Record: ")
        horse["Group"] = input("Enter Updated Group: ")
        print("Horse Details Updated Successfully!")
        save_horse_details()
    return

print("Horse does not Exist.")
```

### Description:

- When the user inserts the horse\_id of the horse he wants to update, for loop searches for it in horse\_details[] list.
- If the entered horse id exists, the program updates the given details by assigning those values according to the 'key' of the dictionary.
- If the entered horse id does not exist, the program displays 'Horse does not Exist.' message.
- SHD function is called inside this function to automatically save the newly updated data.

```
What would you like to do? UHD

Enter the ID of the Horse to Update: 1013

Enter Updated Horse Name: Flash

Enter Updated Jockey Name: Jim

Enter Updated Age: 4yrs

Enter Updated Breed: Standardbred

Enter Updated Race Record: 8/10

Enter Updated Group: D

Horse Details Updated Successfully!

Horse Details Saved to horse_details.txt Successfully!
```

Figure 8 – UHD Output





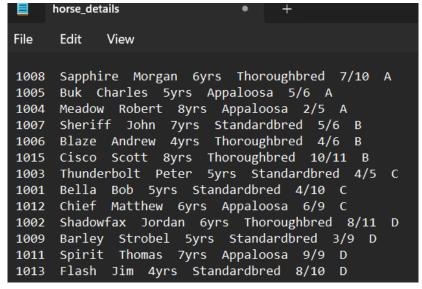


Figure 9 – UHD Output in horse\_details.txt file

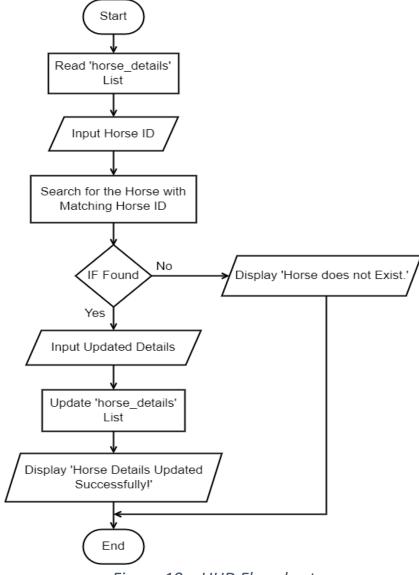


Figure 10 – UHD Flowchart





## **DHD – Delete Horse Details:**

#### Code:

```
def delete_horse_details():
    horse_id = input("Enter the ID of the Horse to Delete: ")

global horse_details

for horse in horse_details:
    if horse["Horse ID"] == horse_id:
        horse_details.remove(horse)
        print("Horse Details Deleted Successfully!")
        save_horse_details()
        return

print("Horse does not Exist.")
```

# Description:

- When the user inserts the horse\_id of the horse he wants to delete, for loop searches for it in horse\_details[] list.
- If the entered horse id exists, the program deletes all the data related to it.
- If the entered horse id does not exist, the program displays 'Horse does not Exist.' message.
- SHD function is called inside this function to automatically save data.

```
What would you like to do? DHD

Enter the ID of the Horse to Delete: 1013

Horse Details Deleted Successfully!

Horse Details Saved to horse_details.txt Successfully!
```

Figure 11 – DHD Output

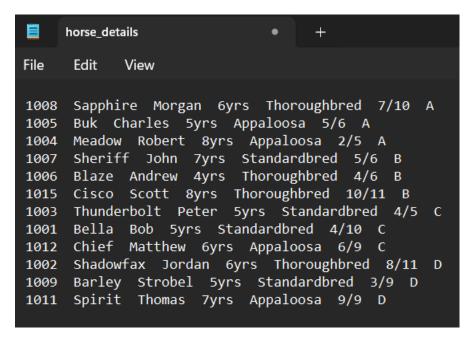


Figure 12 - DHD Output in horse\_details.txt file





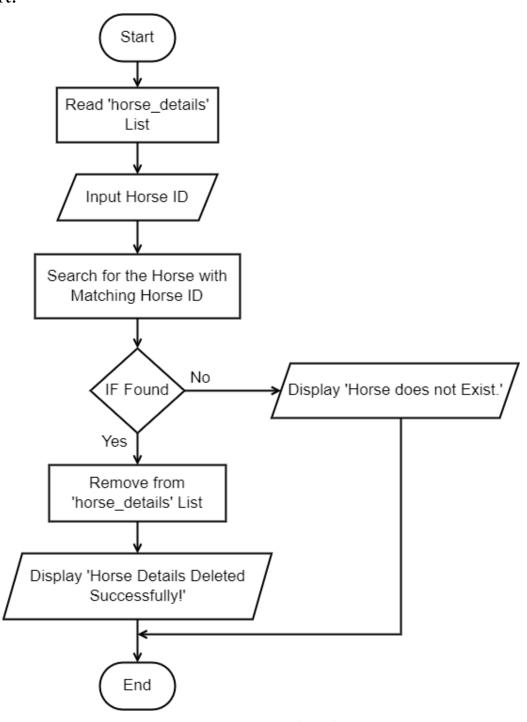


Figure 13 – DHD Flowchart





## **VHD – View Horse Details:**

#### Code:

# Description:

- sort\_horse\_details() function sorts the horses by their horse id.
- Horse details are displayed in columns.

What would you like to do? VHD								
Horse ID	Horse Name	Jockey Name	Age	Breed	Race Record	Group		
1001	Bella	Bob	5yrs	Standardbred	4/10	С		
1002	Shadowfax	Jordan	6yrs	Thoroughbred	8/11	D		
1003	Thunderbolt	Peter	5yrs	Standardbred	4/5	С		
1004	Meadow	Robert	8yrs	Appaloosa	2/5	Α		
1005	Buk	Charles	5yrs	Appaloosa	5/6	Α		
1006	Blaze	Andrew	4yrs	Thoroughbred	4/6	В		
1007	Sheriff	John	7yrs	Standardbred	5/6	В		
1008	Sapphire	Morgan	6yrs	Thoroughbred	7/10	Α		
1009	Barley	Strobel	5yrs	Standardbred	3/9	D		
1011	Spirit	Thomas	7yrs	Appaloosa	9/9	D		
1012	Chief	Matthew	6yrs	Appaloosa	6/9	С		
1015	Cisco	Scott	8yrs	Thoroughbred	10/11	В		

Figure 14 – VHD Output





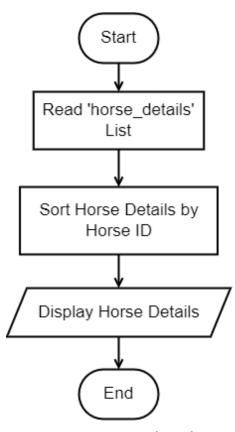


Figure 15 – VHD Flowchart





## **SDD – Select Four Horses Randomly:**

#### Code:

```
def select_horses():
    try:
        unique_group = set(horse['Group'] for horse in horse_details)

    for group in unique_group:
        group_horse = [horse for horse in horse_details if horse['Group'] == group]

    try:
        selected_horse = random.choice(group_horse)
        selected_horses.append(selected_horse)
        except IndexError:
        print(f"Error: No horses found in group {group}. Skipping this group.")

    print("Horses are Selected")
    print(selected_horses)
    except Exception as e:
    print(f"An error occurred: {e}")
```

# Description:

- selected\_horses[] list is created outside the function, because it is accessed by other functions too.
- This function randomly selects 4 horses from each group, stores them in selected\_horses[] list and displays their details.

```
What would you like to do? $00

Horses are Selected

[{'Horse ID': '1003', 'Horse Name': 'Thunderbolt', 'Jockey Name': 'Peter',
  'Age': '5yrs', 'Breed': 'Standardbred', 'Race Record': '4/5', 'Group': 'C'},
  {'Horse ID': '1008', 'Horse Name': 'Sapphire', 'Jockey Name': 'Morgan', 'Age':
  '6yrs', 'Breed': 'Thoroughbred', 'Race Record': '7/10', 'Group': 'A'},
  {'Horse ID': '1002', 'Horse Name': 'Shadowfax', 'Jockey Name': 'Jordan',
  'Age': '6yrs', 'Breed': 'Thoroughbred', 'Race Record': '8/11', 'Group': 'D'},
  {'Horse ID': '1015', 'Horse Name': 'Cisco', 'Jockey Name': 'Scott', 'Age':
  '8yrs', 'Breed': 'Thoroughbred', 'Race Record': '10/11', 'Group': 'B'}]
```

Figure 16 – SDD Output





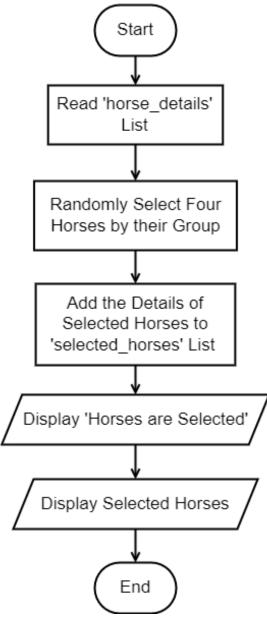


Figure 17 – SDD Flowchart





# WHD – Winning Horses' Details:

#### Code:

# Description:

- assign\_random\_times() function assigns a random time for the four selected horses.
- sort\_horses\_by\_race\_time() function sorts the selected horses by their race time.
- Then selects the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places and displays them excluding the last place.

Figure 18 – WHD Output





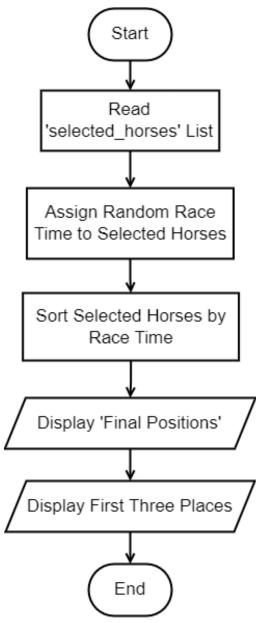


Figure 19 – WHD Flowchart





# **VWH – Visualize Winning Horses:**

#### Code:

# Description:

- get\_position\_text() function assigns positions to winning horses according to their race time.
- visualize\_race\_time() function visualizes the time of the first three places.

```
What would you like to do? VWH
Sapphire: 9s (1st Place)
Cisco: **** 45s (2nd Place)
Thunderbolt: ***** 58s (3rd Place)
```

Figure 20 – VWH Output





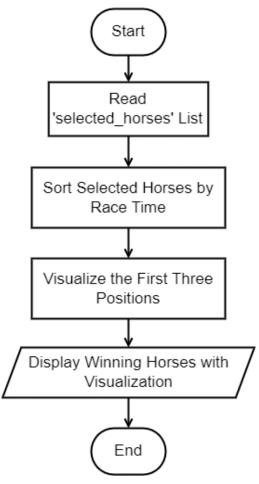


Figure 21 – VWH Flowchart





# **Executing/Calling the Functions:**

#### Code:

```
while True:
    user_input=input("What would you like to do? ").upper()
    if user_input=='AHD':
        add horse_details()
    elif user_input=='UHD':
        update_horse_details()
    elif user_input=='DHD':
        delete_horse_details()
    elif user_input=='VHD':
        view_horse_details()
    elif user_input=='SHD':
        save_horse_details()
    elif user_input=='SDD':
        select_horses()
    elif user_input=='WHD':
        display_winning_horses()
    elif user_input=='WHT':
        visualize_winning_horses()
    elif user_input=='ESC':
        print("Exiting...Thank You for Your Cooperation!")
        break
    else:
        print("Invalid Action. Please Try Again.")
```

# Description:

- while True function executes the relevant function according to the user input.
- It terminates the program when user input is 'ESC'.
- It displays 'Invalid Action. Please Try Again.' message when the user inputs a wrong code.

# Output:

What would you like to do?

Figure 22 – Output for Getting the Function from the User

```
What would you like to do? ESC

Exiting...Thank You for Your Cooperation!

Figure 23 - Output for Exiting the Program

Process finished with exit code 0
```

What would you like to do? SDW Invalid Action. Please Try Again.

Figure 24 – Output for Invalid
Function





# **References**

• Google Books (no date). https://www.google.lk/books/edition/Dive\_Into\_Python/7MmeyhTnqRkC?hl= en&gbpv=0.