General Assignment Notes

Your assignments must follow the following requirements:

- Name your Eclipse project with:
 - o your login,
 - o an underscore,
 - o 'a' (for 'assignment'),
 - o the assignment number: login_a#.
- For example, if student barn4520 submits Assignment 1, the name should be: barn4520_a1 or barn4520_a01. Make sure your programs and the testing file are in this Eclipse/PyDev project.
- In your program, use the variable naming style given in <u>Coding and Documentation</u> <u>Style Standards</u>: i.e. lower case variable names, underscores between words.
- Test your programs:
 - o Copy the output from your test to a file in your Eclipse/PyDev project named testing.txt.
 - o Make sure that you have included an identification header for each question; there was a sample identification header for the testing file in lab 1.
 - o Make sure you do the correct number of tests as specified in the question.
 - o Make sure the tests are well labeled so that the markers know how the results match the questions.
 - o The solutions for all programs go into *one* testing.txt file.
- Zip the entire project using Eclipse.
 - o Give your .zip file the same name as your project when exporting your project, e.g. barn4520 al.zip.
 - o Use only Eclipse's built-in archive capability to create these .zip files. No other format will be accepted.
- Use the <u>Validate Assignment</u> link to make sure that your project and .zip file are named correctly and have the proper contents. Improper assignment submissions are given a grade of zero.
- Submit the validated .zip file to the appropriate drop box on MyLearningSpace.
 - o You can submit as many times as you like. Only the last submission is kept.
- Unless otherwise indicated by the question you may only use the built-in functions

and special forms introduced in the lecture slides

• The solutions you submit must be entirely your own work. Do not look up either full or partial solutions on the Internet or in printed sources.

General Marking Expectations

- Although the marking scheme is tailored for each question, you can use the following as an indication of what we are looking for when marking your assignments.
 - o General:
 - project and zip files named correctly. Using the wrong names is an automatic zero.
 - uses the variable naming style given in <u>Coding and Documentation Style</u> <u>Standards</u>: i.e. lower case variable names, underscores between words
 - o main:
 - identification template included and filled in correctly
 - inputs as required for program
 - outputs as required for program
 - o testing:
 - identification header included and filled in correctly
 - Tests as required for program, e.g. number of tests, types of tests.

Note: Refer back to Lab 1 for help in the process of submitting an assignment.

Assignment 9 marking Expectations:

- All programs should use the formatted output method taught in lab 2.
- Define constant when appropriate.
- The output for all of the questions in an assignment go into one testing.txt file (as the template shown in lab 1 task 3). Make sure the tests are labeled so that the markers can easily find the answers to a particular question.
- function(s):
 - o FUNCTIONS MUST BE IN A SEPARATE FILE FROM THE MAIN PROGRAM.
 - o for questions that specify the objectives of the function(s), did you do what was requested?
 - o correct parameters and return values
 - o calculation(s) correct
 - o function documentation has correct format
 - o preconditions correct and complete
 - o postconditions correct and complete
- main:
 - o identification template included and filled in correctly

- proper use of constants if appropriate
- o inputs as required for program
- o outputs as required for program
- o outputs should use the formatted output method
- o implementation of decision structures, for loops and while loops, as appropriate
- o functions calls have appropriate arguments
- o return values from functions are appropriately handled
- testing:
 - o identification header included and filled in correctly
 - o tests as required for program, e.g. number of tests, types of tests.
- Provide the docstring for all questions that does not include one.
- 1. Write a function called add_2d_list that take two 2d-lists of numbers as parameters and returns their sum(a matrix/2d-list). Here is an example of how to add two 2d-lists/matrices:

$$\begin{bmatrix} 0 & 1 \\ 2 & 3 \\ 4 & 5 \end{bmatrix} + \begin{bmatrix} 6 & 7 \\ 8 & 9 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 0+6 & 1+7 \\ 2+8 & 3+9 \\ 4+1 & 5+0 \end{bmatrix} = \begin{bmatrix} 6 & 8 \\ 10 & 12 \\ 5 & 5 \end{bmatrix}$$

Save the function in a PyDev library module named functions.py

Write a testing program **t01.py** that asks the user for 12 numbers on one line. Split them and put them into two 2d-lists matrix1 and matrix2 each is 3 rows by 2 columns, then call add 2d list function and prints their sum.

- Do not use python's built-in function sum().
- Test your program with one example.
- Copy the results to testing.txt.
- 2. Write a function called <code>largest_even</code> that takes a 2d-list of integers as a parameter and returns the maximum even value for the entire list. Your function should return a list with that number or an empty list if all the numbers in the 2d-list are odd. Save the function in a PyDev library module named <code>functions.py</code>

Write a program **t02.py** that tests largest even function

- Do NOT use python's list method max().
- Test your function with 3 different 2d-list, hardcoded in **t02.py**

- Copy the results to testing.txt.
- 3. Write a function flatten_2d that takes a 2D list and returns all the items of each list concatenated together into one new 1D list.

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For example: Flatten_2d ([["a","b"],["c","d"],["e","f"]])
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would return["a", "b", "c", "d", "e", "f"]

Save the function in a PyDev library module named functions.py

Write a program **t03.py** that tests flatten_2d function and prints the returned flat list to the screen.

- Test your program with a different list, hardcoded in **t03.py**
- Copy the results to testing.txt.