ROBOTICS & ARTIFICIAL INTELLIGENCE DEPARTMENT

Total Marks:_	04	_
Obtained Marks:		

Programming for Artificial Intelligence

Assignment # 02

Last date of Submission: 21st March 2024

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ROBOTICS & ARTIFICIAL INTELLIGENCE DEPARTMENT

<u>Instructions</u>: Copied or shown assignments will be marked zero. Late submissions are notentertained in any case.

$\underline{\text{CLO 2} - \text{PLO A, B} - \text{C3}}$

Question 01. (4 Marks)

Case Study Topic: Inheritance in Python

The following are the possible poker hands, in increasing order of value (and decreasing order of probability):

- pair: two cards with the same rank
- two pair: two pairs of cards with the same rank
- three of a kind: three cards with the same rank
- straight: five cards with ranks in sequence (aces can be high or low, so Ace-2-3-4-5 is straight and so is 10-Jack-Queen-King-Ace, but Queen-King-Ace-2-3 is not.)
- flush: five cards with the same suit
- full house: three cards with one rank, two cards with another
- four of a kind: four cards with the same rank
- straight flush: five cards in sequence (as defined above) and with the same suit

The goal of these exercises is to estimate the probability of drawing these various hands.

- 1. Download the following files:
 - o <u>Card.py</u>: A complete version of the card, Deck, and Hand classes in this chapter.
 - PokerHand.py: An incomplete implementation of a class that represents a poker hand, and some code that tests it.
- 2. If you run PokerHand.py, it deals seven 7-card poker hands and checks to see if any of them contains a flush. Read this code carefully before you go on.
- 3. Add methods to PokerHand.py named has_pair, has_twopair, etc. that return True or False according to whether or not the hand meets the relevant criteria. Your code should work correctly for "hands" that contain any number of cards (although 5 and 7 are the most common sizes).
- 4. Write a method named classify that figures out the highest-value classification for a hand and sets the label attribute accordingly. For example, a 7-card hand might contain a flush and a pair; it should be labeled "flush".



Code [Card.py]:

```
This module contains code from
Think Python: an Introduction to Software Design
Allen B. Downey
import random
class Card(object):
    """represents a standard playing card."""
    suit_names = ["Clubs", "Diamonds", "Hearts", "Spades"]
    rank_names = [None, "Ace", "2", "3", "4", "5", "6", "7",
              "8", "9", "10", "Jack", "Queen", "King"]
    def init (self, suit=0, rank=2):
       self.suit = suit
       self.rank = rank
    def __str__(self):
       return '%s of %s' % (Card.rank_names[self.rank],
                             Card.suit_names[self.suit])
    def __cmp__(self, other):
       t1 = self.suit, self.rank
```



```
t2 = other.suit, other.rank
       return cmp(t1, t2)
   def __lt__(self, other):
       if self.suit < other.suit:</pre>
       elif self.suit > other.suit:
       else:
            return self.rank < other.rank</pre>
class Deck(object):
   """represents a deck of cards"""
   def init (self):
       self.cards = []
       for suit in range(4):
            for rank in range(1, 14):
                card = Card(suit, rank)
                self.cards.append(card)
   def __str__(self):
       res = []
       for card in self.cards:
            res.append(str(card))
```



```
return '\n'.join(res)
   def add card(self, card):
       """add a card to the deck"""
       self.cards.append(card)
   def pop_card(self, i=-1):
       """remove and return a card from the deck.
       By default, pop the last card."""
       return self.cards.pop(i)
   def shuffle(self):
       """shuffle the cards in this deck"""
       random.shuffle(self.cards)
   def sort(self):
       """sort the cards in ascending order"""
       self.cards.sort()
   def move cards(self, hand, num):
       """move the given number of cards from the deck into the Hand"""
       for i in range(num):
           hand.add_card(self.pop_card())
class Hand(Deck):
   """represents a hand of playing cards"""
   def __init__(self, label=''):
```



```
self.label = label
       self.cards = []
def find_defining_class(obj, meth_name):
    """find and return the class object that will provide
    the definition of meth_name (as a string) if it is
    invoked on obj.
    for ty in type(obj).mro():
       if meth_name in ty.__dict__:
            return ty
if __name__ == '__main__':
    deck = Deck()
    deck.shuffle()
    hand = Hand()
    print(find_defining_class(hand, 'shuffle'))
    deck.move_cards(hand, 5)
    hand.sort()
```



Output:

```
File Edit Selection View Go Run ...  

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```

Code:

```
This module contains code from

Think Python: an Introduction to Software Design

Allen B. Downey

"""

from Card import *

class PokerHand(Hand):

def suit_hist(self):

"""build a histogram of the suits that appear in the hand"""
```



```
self.suits = {}
   for card in self.cards:
        self.suits[card.suit] = self.suits.get(card.suit, 0) + 1
def has flush(self):
    """return True if the hand has a flush, False otherwise"""
   self.suit_hist()
   for val in self.suits.values():
        if val >= 5:
   return False
def has pairs(self):
    self.rank = {}
   for card in self.cards:
        self.rank[card.rank] = self.ranks.get(card.rank, 0) + 1
    for val in self.ranks.values():
        if val == 2:
            return True
    return False
def has two pairs(self):
   pairs = 0
   self.ranks = {}
   for card in self.cards:
        self.ranks[card.rank] = self.ranks.get(card.rank, 0) + 1
   for val in self.ranks.values():
        if val == 2:
            pairs += 1
    return pairs == 2
def classify(self):
    if self.has_flush():
        self.label = "Flush"
   elif self.has_two_pairs():
       self.label = "Two Pairs"
   elif self.has pairs():
        self.label = "Pairs"
   else:
```



```
self.label = "None"

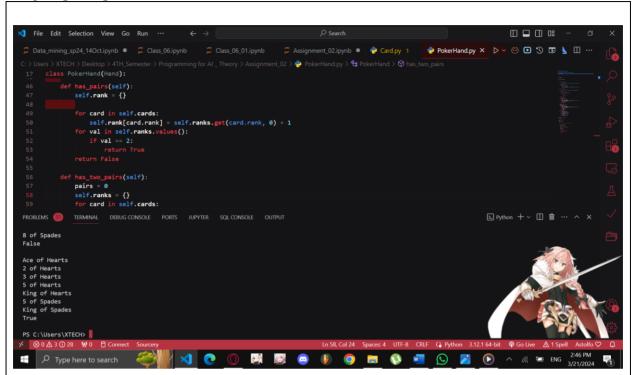
if __name__ == '__main__':

    deck = Deck()
    deck.shuffle()

for i in range(7):
        hand = PokerHand()
        deck.move_cards(hand, 7)
        hand.sort()
        print(hand)
        print(hand.has_flush())
        print()
```



Output [True]:



You can see that since there are fair pairs of "Hearts" in this shuffled pair it returns "True". Since in Poker 5 cards of the same suit is called a flush. Even though there are two spades it is still considered a flush/

Output [False]:



Output [False]:

Note: Paste the complete code here along with output screenshots.