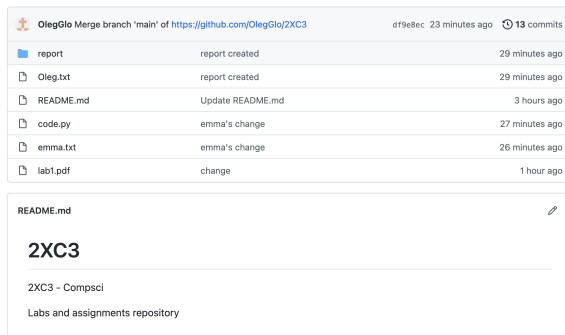# 2XC3 - Lab 1 Report

Oleg Glotov
L03, 400174037
glotovo@mcmaster.ca

Emma Willson
L02, 400309856
willsone@mcmaster.ca

January 22, 2022

1   Git Setup

The group began by setting up out github accounts and the repository. The visibility was set to private to comply with McMaster's code of conduct.
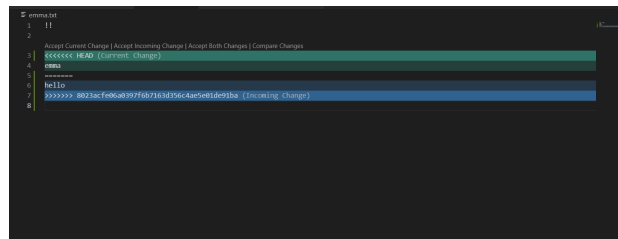

Both of us has access to the repository. We choose to work with github directly thorough our VSCode IDE since it fully integrates git commands and simplifies the workflow.
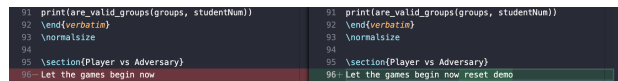
2   Git commands

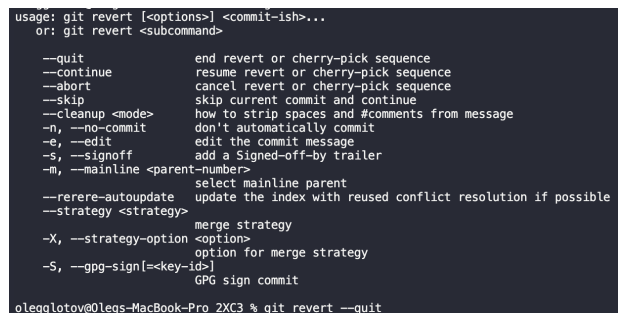Here we fucked around more resulting in the shit you see below

Here we have merge demo

Here we have reset demo

Here we have revert demo

Write up revert and reset
and
The
other
things
Merge demo

3 Code.py

Both group member's code is provided below. After consulting we decided to combine both of ours solution into the final product in the file code.py not provided here.

The merge interface was exactly similar to the one provided above but with more lines of code. We discussed both of our solutions and implemented both of our approaches into the final solution.

Oleg's version:

```python
def are_valid_groups(groups, studentNum):

    length = len(studentNum)
    count = 0

    for group in groups:
        count = 0
        for students in studentNum:
            if (group.count(students) == 0):
                break
            if (group.count(students) == 1):
                count += 1

        if count == length:
            return True

    return False

print(are_valid_groups(groups, studentNum))
```

Emma's version:

```python
def are_valid_groups(nums, groups):
    valid = True
    for num in nums:
        valid = False
        for group in groups:
            if (num in group):
                valid = True
                break
        if (not valid):
            return False
    return True

print(are_valid_groups(groups, studentNum))
```

4 Player vs Adversary

Let the games begin now reset demo