Københavns Universitet
PoP Assignment 4

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1.a Give a list of the external sources you used during the assignment and how you used them. If you use a generative AI tool (e.g., copilot, chatGPT, AITutor, ...) you should keep a log of all the prompts you use. 4

2 Question 2 **4**

2.a What is a data type?
Explain what it is using the definitions given in PoP. Illustrate the role data types play when representing data in Python, using examples from the thursday worksheets in week 13, 14 or 15. 4

2.b Representing colours
Consider the colouring problem that Ken introduced in class. In the context of this problem, describe three possible way to represent colour in Python. Explain in detail how the different representations impact the canExtendColour function (both its signature and its body). 5

2.c URepresenting NeighbourRelation
Consider the colouring problem that Ken introduced in class. In Ken's solution, the type NeighbourRelation is a list of pairs of Countries. A list of pairs is a way to represent a graph (each pair represents an edge between the components of the pair that are vertices). Define a NeighbourRelation type as a recursive data structure, in Python. 5

2.d Colouring problem
Give your solution to the colouring problem in Python. For each function, describe its specification as a docstring. 5

3 Question 3
Consider a grid of the following form, where DIKU is written horizontally, vertically, diagonally, backwards, or even overlapping other words: **6**

3.a Write a program that finds all the instances of DIKU in this file Download this file. Follow Ken's method and give the specification of each function that you define as a docstring. 6

3.b What programming paradigm dominates in your program. Why? 6

3.c Explain how you test your program. 6

4 Question 4
Consider the following problem involving a collection of cards. Each card has two lists of numbers separated by a vertical bar (|): a list of winning numbers and then a list of numbers you have. The first winning number you have is worth one point. Every other winning number doubles your number of points. For example: **6**

4.a Write a program that counts the total number of points for all the cards in this input fileDownload this input file Follow Ken's method and give the specification of each function that you define as a docstring. 6

4.b What programming paradigm dominates in your program. Why? 6

4.c Explain how you test your program. 6

4.d Explain the role of all variables in your program, using the role of variables framework introduced in PoP. 6

1 Question 1

1.a Give a list of the external sources you used during the assignment and how you used them. If you use a generative AI tool (e.g., copilot, chatGPT, AITutor, ...) you should keep a log of all the prompts you use.

2 Question 2

2.a What is a data type?
Explain what it is using the definitions given in PoP. Illustrate the role data types play when representing data in Python, using examples from the thursday worksheets in week 13, 14 or 15.

En datatype er en form for struktur, som bestemmer hvordan data skal repræsenteres. Disse strukturer har begrænsninger for, hvordan deres data kan defineres.

```
1  class Repeater:
2      "Creates a list with 'num' elements of value: 'input'"
3
4      def __init__(self, num):
5          self.num = num
6
7      def apply(self, input):
8          l = []
9          i = self.num
10         if i <= 0:
11             return l
12         else:
13             while i > 0:
14                 l.append(input)
15                 i += -1
16             return l
17
18 print(Repeater.__doc__)
19 print(Repeater(0).apply(10))
20 print(Repeater(5).apply(20))
21 // OUTPUT:
22 Creates a list with 'num' elements of value: 'input'
23 []
24 [20, 20, 20, 20, 20]
```

I det viste kode eksempel fra torsdags worksheet i uge 15, har jeg eksempelvis brugt den datatype, der kaldes for 'int', hvilket i python er int ræprsenteret som 32-bit heltal.
I mange tilfælde kan sådanne datatyper ikke interagere med hinanden, uden at blive konverteret til en af samme type først.

2.b Representing colours

Consider the colouring problem that Ken introduced in class. In the context of this problem, describe three possible way to represent colour in Python. Explain in detail how the different representations impact the canExtendColour function (both its signature and its body).

1. Strings

Farver kan repræsenteres som strings, hvor hver farve er en unik strings, eksempelvis: "rød", "grøn", og "blå".

- Signaturen forbliver canExtendColour(nr: NeighbourRelation, country1: Country, colour: Colour) -> bool.
- Funktionens body kræver ingen ændringer, da Colour allerede er en liste af strings.

2. RGB-list

Endnu en måde er at repræsentere farver som RGB-værdier, eksempelvis: [255, 0, 0] for rød, [0, 255, 0] for grøn, og [0, 0, 255] for blå. Dette giver mulighed for at arbejde med mere præcise farver.

- Signaturen ændres til canExtendColour(nr: NeighbourRelation, country1: Country, colour: list[list[int, int, int]]) -> bool, hvor Colour er en liste med RGB-lister.
- Funktionens body skal opdateres til at sammenligne RGB-lister i stedet for strings.

3. Heltal

Man kunne også repræsentere farver som unikke heltal, hvor eksempelvis: 1 er rød, 2 er grøn, og 3 er blå.

- Signaturen ændres til canExtendColour(nr: NeighbourRelation, country1: Country, colour: list[int]) -> bool
  Hvor Colour er en liste af heltal.
- Funktionens body skal opdateres til at sammenligne heltal i stedet for strings.

2.c URepresenting NeighbourRelation

Consider the colouring problem that Ken introduced in class. In Ken's solution, the type NeighbourRelation is a list of pairs of Countries. A list of pairs is a way to represent a graph (each pair represents an edge between the components of the pair that are vertices). Define a NeighbourRelation type as a recursive data structure, in Python.

2.d Colouring problem

Give your solution to the colouring problem in Python. For each function, describe its specification as a docstring.

Omskrivningen af funktionerne samt deres specifications kan findes i "../src/colouring.py"

3 Question 3

Consider a grid of the following form, where DIKU is written horizontally, vertically, diagonally, backwards, or even overlapping other words:

```
..D...
.UKID.
.K..K.
DIKU.U
.D....
```

3.a **Write a program that finds all the instances of DIKU in this file Download this file. Follow Ken's method and give the specification of each function that you define as a docstring.**

3.b **What programming paradigm dominates in your program. Why?**

3.c **Explain how you test your program.**

4 Question 4

Consider the following problem involving a collection of cards. Each card has two lists of numbers separated by a vertical bar (|): a list of winning numbers and then a list of numbers you have. The first winning number you have is worth one point. Every other winning number doubles your number of points. For example:

```
Card 1: 41 48 83 86 17 | 83 86 6 31 17 9 48 53
Card 2: 13 32 20 16 61 | 61 30 68 82 17 32 24 19
Card 3: 31 18 13 56 72 | 74 77 10 23 35 67 36 11
```

Card 1 is worth 8 points. Card 2 is worth 2 points. Card 3 is worth no points.

4.a **Write a program that counts the total number of points for all the cards in this input fileDownload this input file Follow Ken's method and give the specification of each function that you define as a docstring.**

4.b **What programming paradigm dominates in your program. Why?**

4.c **Explain how you test your program.**

4.d **Explain the role of all variables in your program, using the role of variables framework introduced in PoP.**