# PPL Assignment - Question8

# API Documentation

# April 10, 2017

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Class Boy Module boy

## 1 Module boy

### 1.1 Variables

Name	Description
package	Value: None

## 1.2 Class Boy

Known Subclasses: boy.Geek, boy.Generous, boy.Miser

#### 1.2.1 Methods

 $\_$ init $\_$ (self, name, attractiveness, budget, intelligence $\_$ level, min $\_$ attraction $\_$ requirement, committed, happiness)

isCommitted(self)

commit(self)

### 1.3 Class Geek

#### 1.3.1 Methods

 $\verb|\__init_-| (self, name, attractiveness, budget, intelligence\_level, min\_attraction\_requirement, committed, happiness)|$ 

Overrides: boy.Boy.\_\_init\_\_

getHappiness(self, girl, total\_gifts)

## Inherited from boy.Boy(Section 1.2)

Class Miser Module boy

## 1.4 Class Miser

#### 1.4.1 Methods

\_\_init\_\_(self, name, attractiveness, budget, intelligence\_level,
min\_attraction\_requirement, committed, happiness)

Overrides: boy.Boy.\_\_init\_\_

**getHappiness**(self, girl, total\_gifts)

## Inherited from boy.Boy(Section 1.2)

commit(), isCommitted()

### 1.5 Class Generous

boy.Boy — boy.Generous

#### 1.5.1 Methods

\_\_init\_\_(self, name, attractiveness, budget, intelligence\_level, min\_attraction\_requirement, committed, happiness)

Overrides: boy.Boy.\_\_init\_\_

getHappiness(self, girl, total\_gifts)

## Inherited from boy.Boy(Section 1.2)

Class Couple Module couple

# 2 Module couple

## 2.1 Variables

Name	Description
package	Value: None

## 2.2 Class Couple

## 2.2.1 Methods

\_\_init\_\_(self, boy, girl, happiness, compatibility)

Class Gift Module gift

# 3 Module gift

### 3.1 Variables

Name	Description
package	Value: None

### 3.2 Class Gift

Known Subclasses: gift.essentialGift, gift.luxuryGift, gift.utilityGift

#### 3.2.1 Methods

$$\_\_init\_\_(self, price, value, used = False)$$

## 3.3 Class utilityGift

### 3.3.1 Methods

```
__init__(self, price, value, used, utility_value, utility_class, Type)
Overrides: gift.Gift.__init__
```

## 3.4 Class luxuryGift

#### 3.4.1 Methods

```
__init__(self, price, value, used, difficulty, rating, Type)
Overrides: gift.Gift.__init__
```

Class essentialGift Module gift

## 3.5 Class essentialGift

### 3.5.1 Methods

\_\_init\_\_(self, price, value, used, Type)
Overrides: gift.Gift.\_\_init\_\_

Class Girl Module girl

## 4 Module girl

#### 4.1 Variables

Name	Description
package	Value: None

### 4.2 Class Girl

Known Subclasses: girl.Choosy, girl.Desperate, girl.Normal

#### 4.2.1 Methods

\_\_init\_\_(self, name, attractiveness, maintainance\_budget, intelligence\_level, criterion, committed, happiness)

isCommitted(self)

 $|\mathbf{commit}(self)|$ 

## 4.3 Class Choosy

#### 4.3.1 Methods

\_\_init\_\_(self, name, attractiveness, maintainance\_budget, intelligence\_level, criterion, committed, happiness)

Overrides:  $girl.Girl.\_init\_$ 

 $\mathbf{getHappiness}(\mathit{self}, \mathit{boy}, \mathit{total\_gifts}, \mathit{total\_gift\_value})$ 

## Inherited from girl. Girl (Section 4.2)

Class Normal Module girl

### 4.4 Class Normal

#### 4.4.1 Methods

 $\label{light} $$\_\_init\_\_(self, name, attractiveness, maintainance\_budget, intelligence\_level, criterion, committed, happiness)$$ 

Overrides: girl.Girl.\_\_init\_\_

**getHappiness**(self, boy, total\_gifts, total\_gift\_value)

## Inherited from girl.Girl(Section 4.2)

commit(), isCommitted()

## 4.5 Class Desperate

#### 4.5.1 Methods

\_\_init\_\_(self, name, attractiveness, maintainance\_budget, intelligence\_level, criterion, committed, happiness)

Overrides: girl.Girl.\_init\_\_

getHappiness(self, boy, total\_gifts, total\_gift\_value)

## Inherited from girl.Girl(Section 4.2)

Variables Module q10

# 5 Module q10

# 5.1 Functions

<b>q10</b> ()	
1()	

## 5.2 Variables

Name	Description
package	Value: None

 ${\bf 6}\quad {\bf Script\ script\hbox{-}boys\_list\_txt}$ 

 $7 \quad Script \; script\text{-}couple\_list\_txt$ 

 $8 \quad Script \; script\text{-}gift\_list\_txt$ 

 $9 \quad Script \ script-girls\_list\_txt$ 

Variables Module utility

# 10 Module utility

# 10.1 Functions

${\bf randomName}(size{=}6,\ chars{=}\verb''ABCDEFGHIJKLMNOPQRSTUVWXYZ')$
generateBoyList()
$\mathbf{generateGirlList}()$
${\bf generateGiftList}()$
$\boxed{\mathbf{makeCouples}(\mathit{mode},\mathit{boy\_list},\mathit{girl\_list},\mathit{k})}$
$\mathbf{giveGifts}(\textit{boy\_list}, \textit{girl\_list}, \textit{k})$
$\boxed{\mathbf{k}\_\mathbf{most\_happy\_couples}(\mathit{couple\_list})}$
$\boxed{\mathbf{k\_least\_happy\_couples}(\mathit{couple\_list})}$
valentine(k, couple_list, boy_list, girl_list)

## 10.2 Variables

Name	Description
_package_	Value: None

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