Question2

API Documentation

February 25, 2017

Contents

1 Module boy

1.1 Variables

Name	Description
___package___	**Value:** `None`

1.2 Class Boy

defines a Boy

1.2.1 Methods

> **___init___**(*self*, *name*, *attr_rating*, *budget*, *intel_level*, *attr_requirement*, *types*)
>
> initialises attributes

> **isElligible**(*self*, *girl*)
>
> test if a girl is elligible for a particular boy

> **checkStatus**(*self*)
>
> check status of a boy

> **changeStatus**(*self*)
>
> changes status of a girl

> **giftMiser**(*self*, *girl*, *gift*)
>
> calculates returns gifts that a miser boy will give

> **giftGenerous**(*self*, *girl*, *gift*)
>
> calculates returns gifts that a generous boy will give

> **giftGeeks**(*self*, *girl*, *gift*)
>
> calculates returns gifts that a geek boy will give

1.2.2 Class Variables

Name	Description
boy_number	**Value:** `0`

2 Module driver

2.1 Functions

calGift(*girl, boy, gift*)

returns gift list for a particular couple

calGirlHappiness(*girl, gift*)

calculates girl's hapiness

calBoyHappiness(*girl, boy, gift*)

calculate boy's happiness

2.2 Variables

Name	Description
boycsv	**Value:** open('boy.csv')
girlcsv	**Value:** open('girl.csv')
giftcsv	**Value:** open('gift.csv')
readBoy	**Value:** <_csv.reader object>
readGirl	**Value:** <_csv.reader object>
readGift	**Value:** <_csv.reader object>
B	**Value:** [<boy.Boy object>, <boy.Boy object>, <boy.Boy object>, <b...
G	**Value:** [<girl.Girl object>, <girl.Girl object>, <girl.Girl objec...
gift	**Value:** [<gift.Gift object>, <gift.Gift object>, <gift.Gift objec...
count	**Value:** 14
k	**Value:** 1
C	**Value:** [(<boy.Boy object>, <girl.Girl object>, [<gift.Gift objec...
___package___	**Value:** None
b	**Value:** <boy.Boy object>
c	**Value:** (<boy.Boy object>, <girl.Girl object>, [<gift.Gift object...
coupleCompat	**Value:** 663
coupleHappiness	**Value:** 0.0
g	**Value:** <gift.Gift object>
giftlist	**Value:** [<gift.Gift object>, <gift.Gift object>, <gift.Gift objec...
i	**Value:** <gift.Gift object>
row	**Value:** ['Gift9', '69', '48', 'Utiltiy']

3   Module generate

3.1   Functions

writeToCsv(*Data*, *filename*)
writes to a csv

generator()
generates random data to be written to csv files

3.2   Variables

Name	Description
___package___	**Value:** None

4 Module gift

4.1 Variables

Name	Description
___package___	**Value:** `None`

4.2 Class Gift

defines a gift

4.2.1 Methods

___init___(*self, name, price, value, types*)

5 Module girl

5.1 Variables

Name	Description
___package___	**Value:** `None`

5.2 Class Girl

defines a girl

5.2.1 Methods

___init___(*self*, *name*, *attr_rating*, *main_budget*, *intel_level*, *types*)
intialises attributes

isElligible(*self*, *boy*)
test if a boy is elligible for a particular girl

checkStatus(*self*)
check status of a girl

changeStatus(*self*)
changes status of a girl

happinessChoosy(*self*, *gift*)
calculate happiness for a choosy girl

happinessNormal(*self*, *gift*)
calculate happiness for a normal girl

happinessDesperate(*self*, *gift*)
calculate happiness for a desperate girl

5.2.2 Class Variables

Name	Description
girl_number	**Value:** `0`

6 Module logger

6.1 Functions

logger(*write*)
utility for logging

6.2 Variables

Name	Description
___package___	**Value: None**

Index