

# Question7

## API Documentation

April 10, 2017

## Contents

<b>Contents</b>	<b>1</b>
<b>1 Package q7</b>	<b>2</b>
1.1 Modules . . . . .	2
1.2 Variables . . . . .	2
<b>2 Module q7.Couple</b>	<b>3</b>
2.1 Variables . . . . .	3
2.2 Class Couple . . . . .	3
2.2.1 Methods . . . . .	3
<b>3 Module q7.app</b>	<b>4</b>
3.1 Functions . . . . .	4
3.2 Variables . . . . .	4
<b>4 Module q7.boy</b>	<b>5</b>
4.1 Variables . . . . .	5
4.2 Class Boy . . . . .	5
4.2.1 Methods . . . . .	5
4.3 Class GeekBoy . . . . .	5
4.3.1 Methods . . . . .	5
4.4 Class MiserBoy . . . . .	6
4.4.1 Methods . . . . .	6
4.5 Class GenerousBoy . . . . .	6
4.5.1 Methods . . . . .	6
<b>5 Module q7.gift</b>	<b>7</b>
5.1 Variables . . . . .	7
5.2 Class Gift . . . . .	7
5.2.1 Methods . . . . .	7
5.3 Class EssentialGift . . . . .	7
5.3.1 Methods . . . . .	7
5.4 Class LuxuryGift . . . . .	7
5.4.1 Methods . . . . .	8
5.5 Class UtilityGift . . . . .	8
5.5.1 Methods . . . . .	8
<b>6 Module q7.girl</b>	<b>9</b>

---

6.1	Variables . . . . .	9
6.2	Class Girl . . . . .	9
6.2.1	Methods . . . . .	9
6.3	Class ChoosyGirl . . . . .	9
6.3.1	Methods . . . . .	10
6.4	Class NormalGirl . . . . .	10
6.4.1	Methods . . . . .	10
6.5	Class DesperateGirl . . . . .	11
6.5.1	Methods . . . . .	11
<b>7</b>	<b>Module q7.helper</b>	<b>12</b>
7.1	Functions . . . . .	12
7.2	Variables . . . . .	12
<b>8</b>	<b>Script script-log.txt</b>	<b>13</b>

# 1 Package q7

## 1.1 Modules

- **Couple** (*Section 2, p. 3*)
- **app** (*Section 3, p. 4*)
- **boy** (*Section 4, p. 5*)
- **gift** (*Section 5, p. 7*)
- **girl** (*Section 6, p. 9*)
- **helper** (*Section 7, p. 12*)

## 1.2 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

## 2 Module q7.Couple

### 2.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> 'q7'

### 2.2 Class Couple

#### 2.2.1 Methods

**`--init--`**(*self*, *boy*, *girl*, *gift\_list*, *happiness*=0)

:param boy: boy object :param girl: girl object :param gift\_list: list of gift object :param happiness: happiness of couple

**`--str--`**(*self*)

**`allocate_gifts`**(*self*, *gift\_list*)

Allocates gift from given gift list :param gift\_list: list of gift objects :return:

**`set_happiness`**(*self*)

Calculates boy's and girl's happiness individually and adds it. :return:

**`get_compatibility`**(*self*)

Calculates compatibility of the couple :return:

**`breakup`**(*self*)

### 3 Module q7.app

#### 3.1 Functions

<code>main()</code>
---------------------

#### 3.2 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> 'q7'

## 4 Module q7.boy

### 4.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 4.2 Class Boy

**Known Subclasses:** q7.boy.GeekBoy, q7.boy.GenerousBoy, q7.boy.MiserBoy

Class for boy

#### 4.2.1 Methods

```
--init__(self, name, attractiveness, min_attraction, intelligence, budget, single=1,
happiness=0)
```

```
--str__(self)
```

```
change_commitment(self)
```

### 4.3 Class GeekBoy



#### 4.3.1 Methods

```
--init__(self, name, attractiveness, min_attraction, intelligence, budget, single=1,
happiness=0)
```

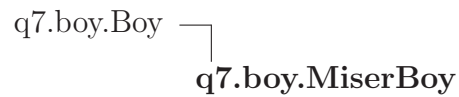
Overrides: q7.boy.Boy.--init--

```
get_happiness(self, girlfriend)
```

**Inherited from q7.boy.Boy(Section 4.2)**

```
--str__(), change_commitment()
```

## 4.4 Class MiserBoy



### 4.4.1 Methods

```
__init__(self, name, attractiveness, min_attraction, intelligence, budget,
single=1, happiness=0)
Overrides: q7.boy.Boy.__init__
```

```
get_happiness(self, girlfriend)
```

*Inherited from q7.boy.Boy(Section 4.2)*

```
__str__(), change_commitment()
```

## 4.5 Class GenerousBoy



### 4.5.1 Methods

```
__init__(self, name, attractiveness, min_attraction, intelligence, budget,
single=1, happiness=0)
Overrides: q7.boy.Boy.__init__
```

```
get_happiness(self, girlfriend)
```

*Inherited from q7.boy.Boy(Section 4.2)*

```
__str__(), change_commitment()
```

## 5 Module q7.gift

### 5.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> None

### 5.2 Class Gift

**Known Subclasses:** q7.gift.EssentialGift, q7.gift.LuxuryGift, q7.gift.UtilityGift

#### 5.2.1 Methods

<b><code>--init--</code></b> ( <i>self</i> , <i>name</i> , <i>price</i> , <i>value</i> ) <hr/> :param name: name of gift :param price: price of gift :param value: value of the gift
---

### 5.3 Class EssentialGift



#### 5.3.1 Methods

<b><code>--init--</code></b> ( <i>self</i> , <i>name</i> , <i>price</i> , <i>value</i> ) <hr/> :param name: name of gift :param price: price of gift :param value: value of the gift <hr/> Overrides: q7.gift.Gift.__init__ extit(inherited documentation)
--

### 5.4 Class LuxuryGift





### 5.4.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>name</i> , <i>price</i> , <i>value</i> , <i>difficulty</i> , <i>rating</i> ) <hr/> :param name: name of gift :param price: price of gift :param value: value of gift :param difficulty: difficulty in obtaining the gift :param rating: rating of the gift Overrides: <code>q7.gift.Gift.__init__</code>
--

## 5.5 Class *UtilityGift*



### 5.5.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>name</i> , <i>price</i> , <i>value</i> , <i>utility_value</i> , <i>utility_class</i> ) <hr/> :param name: name of gift :param price: price of gift :param value: value of gift :param utility_value: utility value of gift :param utility_class: utility class of gift Overrides: <code>q7.gift.Gift.__init__</code>
--

## 6 Module q7.girl

### 6.1 Variables

Name	Description
<code>--package--</code>	<b>Value:</b> 'q7'

### 6.2 Class Girl

**Known Subclasses:** q7.girl.ChoosyGirl, q7.girl.DesperateGirl, q7.girl.NormalGirl

Class for girl

#### 6.2.1 Methods

```
--init--(self, name, attractiveness, intelligence, budget, single=1, happiness=0)
```

:param name: Name of the girl :param attractiveness: attractiveness of the girl :param intelligence: intelligence of the girl :param budget: maintenance budget if the girl :param category: Category of the girl, wither choosy, normal or desperate :param single: single status, either 0 or 1 :param happiness: happiness of girl

```
--str--(self)
```

```
change_commitment(self, val=0)
```

change commitment status to given value :param val: :return:

```
single(self)
```

### 6.3 Class ChoosyGirl

```

q7.girl.Girl └─
                q7.girl.ChoosyGirl

```

### 6.3.1 Methods

```
__init__(self, name, attractiveness, intelligence, budget, single=1, happiness=0)

:param name: Name of the girl :param attractiveness: attractiveness of the
girl :param intelligence: intelligence of the girl :param budget: maintenance
budget if the girl :param category: Category of the girl, wither choosy, normal
or desperate :param single: single status, either 0 or 1 :param happiness:
happiness of girl
Overrides: q7.girl.Girl.__init__ extit(inherited documentation)
```

```
get_happiness(self)
```

*Inherited from q7.girl.Girl(Section 6.2)*

```
__str__(), change_commitment(), single()
```

## 6.4 Class NormalGirl

```
q7.girl.Girl └─
                q7.girl.NormalGirl
```

### 6.4.1 Methods

```
__init__(self, name, attractiveness, intelligence, budget, single=1, happiness=0)

:param name: Name of the girl :param attractiveness: attractiveness of the
girl :param intelligence: intelligence of the girl :param budget: maintenance
budget if the girl :param category: Category of the girl, wither choosy, normal
or desperate :param single: single status, either 0 or 1 :param happiness:
happiness of girl
Overrides: q7.girl.Girl.__init__ extit(inherited documentation)
```

```
get_happiness(self)
```

*Inherited from q7.girl.Girl(Section 6.2)*

```
__str__(), change_commitment(), single()
```

## 6.5 Class *DesperateGirl*



### 6.5.1 Methods

<p><b><code>__init__</code></b>(<i>self</i>, <i>name</i>, <i>attractiveness</i>, <i>intelligence</i>, <i>budget</i>, <i>single</i>=1, <i>happiness</i>=0)</p> <p>:param <i>name</i>: Name of the girl :param <i>attractiveness</i>: attractiveness of the girl :param <i>intelligence</i>: intelligence of the girl :param <i>budget</i>: maintenance budget if the girl :param <i>category</i>: Category of the girl, wither choosy, normal or desperate :param <i>single</i>: single status, either 0 or 1 :param <i>happiness</i>: happiness of girl</p> <p>Overrides: <i>q7.girl.Girl.__init__</i> extit(inherited documentation)</p>
---

<p><b><code>get_happiness</code></b>(<i>self</i>)</p>
---

*Inherited from *q7.girl.Girl*(Section 6.2)*

`__str__`(), `change_commitment`(), `single`()

## 7 Module q7.helper

### 7.1 Functions

**form\_couple**(*boy, girl*)

Takes a boy and girl and forms it couple :param boy: boy object :param girl: girl object :return:

**get\_boy\_list**()

Autogenerates a random boy list :return:

**get\_girl\_list**()

autogenerates a random girl list :return:

**get\_gift\_list**(*filename*)

Extracts gift data from csv file :param filename: filename of the csv file :return: list of gift objects

**search**(*lst, target*)

### 7.2 Variables

Name	Description
__package__	Value: 'q7'

## 8 Script script-log.txt

## Index

- q7 (*package*), 2
  - q7.app (*module*), 4
    - q7.app.main (*function*), 4
  - q7.boy (*module*), 5–6
    - q7.boy.Boy (*class*), 5
    - q7.boy.GeekBoy (*class*), 5
    - q7.boy.GenerousBoy (*class*), 6
    - q7.boy.MiserBoy (*class*), 5–6
  - q7.Couple (*module*), 3
    - q7.Couple.Couple (*class*), 3
  - q7.gift (*module*), 7–8
    - q7.gift.EssentialGift (*class*), 7
    - q7.gift.Gift (*class*), 7
    - q7.gift.LuxuryGift (*class*), 7–8
    - q7.gift.UtilityGift (*class*), 8
  - q7.girl (*module*), 9–11
    - q7.girl.ChoosyGirl (*class*), 9–10
    - q7.girl.DesperateGirl (*class*), 10–11
    - q7.girl.Girl (*class*), 9
    - q7.girl.NormalGirl (*class*), 10
  - q7.helper (*module*), 12
    - q7.helper.form\_couple (*function*), 12
    - q7.helper.get\_boy\_list (*function*), 12
    - q7.helper.get\_gift\_list (*function*), 12
    - q7.helper.get\_girl\_list (*function*), 12
    - q7.helper.search (*function*), 12
- script-log.txt (*script*), 13