PPL Assignment - Question1

API Documentation

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Contents

Contents **1**

1 Module Boys **2**
1.1 Variables . . . 2
1.2 Class Boy . . . 2
1.2.1 Methods . . . 2

2 Module Gifts **3**
2.1 Variables . . . 3
2.2 Class Gift . . . 3
2.2.1 Methods . . . 3

3 Module Girls **4**
3.1 Variables . . . 4
3.2 Class Girl . . . 4
3.2.1 Methods . . . 4

4 Module allocate **5**
4.1 Variables . . . 5
4.2 Class allocate . . . 5
4.2.1 Methods . . . 5

5 Module boyGeek **6**
5.1 Variables . . . 6
5.2 Class boyGeek . . . 6
5.2.1 Methods . . . 6

6 Module boyGenerous **7**
6.1 Variables . . . 7
6.2 Class boyGenerous . . . 7
6.2.1 Methods . . . 7

7 Module boyMiser **8**
7.1 Variables . . . 8
7.2 Class boyMiser . . . 8
7.2.1 Methods . . . 8

8 Module couple **9**

8.1 Variables . . . 9
8.2 Class couple . . . 9
8.2.1 Methods . . . 9

9 Module driver **10**
9.1 Functions . . . 10
9.2 Variables . . . 10

10 Module generator **11**
10.1 Variables . . . 11
10.2 Class randomGenerator . . . 11
10.2.1 Methods . . . 11

11 Module giftEssential **12**
11.1 Variables . . . 12
11.2 Class giftEssential . . . 12
11.2.1 Methods . . . 12

12 Module giftLuxury **13**
12.1 Variables . . . 13
12.2 Class giftLuxury . . . 13
12.2.1 Methods . . . 13

13 Module giftUtility **14**
13.1 Variables . . . 14
13.2 Class giftUtility . . . 14
13.2.1 Methods . . . 14

14 Module girlChoosy **15**
14.1 Variables . . . 15
14.2 Class girlChoosy . . . 15
14.2.1 Methods . . . 15

15 Module girlDesperate **16**
15.1 Variables . . . 16
15.2 Class girlDesperate . . . 16
15.2.1 Methods . . . 16

16 Module girlNormal **17**
16.1 Variables . . . 17
16.2 Class girlNormal . . . 17
16.2.1 Methods . . . 17

17 Module q1 **18**
17.1 Functions . . . 18
17.2 Variables . . . 18

18 Module reader **19**
18.1 Variables . . . 19
18.2 Class read . . . 19
18.2.1 Methods . . . 19

19 Script script-girls_csv **20**

20 Script script-logCouples_txt **21**
20.1 Variables 21

1 Module Boys

1.1 Variables

Name	Description
__package__	**Value:** `None`

1.2 Class Boy

Known Subclasses: boyGeek.boyGeek, boyGenerous.boyGenerous, boyMiser.boyMiser

The parent class for all types of boys

1.2.1 Methods

__init__(*self*, *boy*)

constructor which initializes attributes such as :- name = name of the boy attractiveness = attractiveness of the boy intelligence = intelligence of the boy budget = budget of the boy minimumAttrReq = minimum attractiveness required in the girl bType = type of the boy status = relationship status

gifting(*self*)

happinessCalculator(*self*)

2 Module Gifts

2.1 Variables

Name	Description
__package__	**Value:** `None`

2.2 Class Gift

Known Subclasses: giftEssential.giftEssential, giftLuxury.giftLuxury, giftUtility.giftUtility

Parent class for all types of Gifts

2.2.1 Methods

__init__(*self*, *gift*)

constructor with attributes :- giftType = type of the gift price = price of the gift value = value of the gift

3 Module Girls

3.1 Variables

Name	Description
__package__	**Value:** `None`

3.2 Class Girl

Known Subclasses: girlChoosy.girlChoosy, girlDesperate.girlDesperate, girlNormal.girlNormal

"Parent class for all types of girls

3.2.1 Methods

__init__(*self*, *girl*)

constructor which initializes attributes such as :- name = name of the girl attractiveness = attractiveness of the girl intelligence = intelligence of the girl maintainanceCost = maintainance cost of the girl chosingCri = chosing criterion for the boys gType = type of the girl status = relationship status

happinessCalculator(*self*)

4 Module allocate

4.1 Variables

Name	Description
Gifts	**Value:** `[]`
__package__	**Value:** `None`
arrBoys	**Value:** `[]`
arrGirls	**Value:** `[]`

4.2 Class allocate

4.2.1 Methods

alloc(*self*)

Allocates boys to girls

printCouples(*self*)

Prints Couples formed

performLog(*self*)

Writes the couple formation event into log file

5 Module boyGeek

5.1 Variables

Name	Description
__package__	**Value:** `None`

5.2 Class boyGeek

Boys.Boy
└ **boyGeek.boyGeek**

Boy class for boyType = 'Geek'

5.2.1 Methods

__init__(*self*, *boy*)

constructor , calls the parent constructor and initializes other attributes as:- happiness = happiness of the boy amountSpent = amount spent on gifting gfName = name of the girlfriend

Overrides: Boys.Boy.__init__

happinessCalculator(*self*, *gIntelligence*)

Calculates happiness for Geek boys

Overrides: Boys.Boy.happinessCalculator

gifting(*self*, *gMaintainanceCost*, *Gifts*, *giftBasket*)

Sets up the gift basket for Miser boys

Overrides: Boys.Boy.gifting

6 Module boyGenerous

6.1 Variables

Name	Description
__package__	**Value:** `None`

6.2 Class boyGenerous

Boy class for boyType = 'Generous'

6.2.1 Methods

__init__(*self*, *boy*)

constructor , calls the parent constructor and initializes other attributes as:- happiness = happiness of the boy amountSpent = amount spent on gifting gfName = name of the girlfriend

Overrides: Boys.Boy.__init__

happinessCalculator(*self*, *gHappiness*)

Calculates happiness for Generous boys

Overrides: Boys.Boy.happinessCalculator

gifting(*self*, *gMaintainanceCost*, *Gifts*, *giftBasket*)

Sets up the gift basket for Generous boys

Overrides: Boys.Boy.gifting

7 Module boyMiser

7.1 Variables

Name	Description
__package__	**Value:** `None`

7.2 Class boyMiser

Boy class for boyType = 'Miser'

7.2.1 Methods

__init__(*self*, *boy*)

constructor , calls the parent constructor and initializes other attributes as:- happiness = happiness of the boy amountSpent = amount spent on gifting gfName = name of the girlfriend

Overrides: Boys.Boy.__init__

gifting(*self*, *gMaintainanceCost*, *Gifts*, *giftBasket*)

Sets up the gift basket for Miser boys

Overrides: Boys.Boy.gifting

happinessCalculator(*self*)

Calculates happiness for Miser boys

Overrides: Boys.Boy.happinessCalculator

8 Module couple

8.1 Variables

Name	Description
__package__	**Value:** `None`

8.2 Class couple

Couple class with attributes:- bName = Name of the boy gName = Name of the girl happiness = happiness of the couple compatibility = compatibility of the couple

8.2.1 Methods

__init__(*self*, *boy*, *girl*)

constructor

happinessCalcuator(*self*, *boy*, *girl*)

calculates happiness of the couple

compatibilityCalculator(*self*, *boy*, *girl*)

calculates compatibility of the couple

9 Module driver

9.1 Functions

generateRandomInput()

Can be used to generate random Inputs

9.2 Variables

Name	Description
__package__	**Value:** `None`

10 Module generator

10.1 Variables

Name	Description
__package__	**Value:** `None`

10.2 Class randomGenerator

10.2.1 Methods

__init__(*self*, *totalBoys*, *totalGirls*, *totalGifts*)

generateBoys(*self*)

generateGirls(*self*)

generateGifts(*self*)

11 Module giftEssential

11.1 Variables

Name	Description
__package__	**Value:** `None`

11.2 Class giftEssential

Gifts.Gift
└ **giftEssential.giftEssential**

Gift Class for gifttype = 'Essential'

11.2.1 Methods

__init__(*self*, *gift*)

constructor

Overrides: Gifts.Gift.__init__

12 Module giftLuxury

12.1 Variables

Name	Description
__package__	**Value:** `None`

12.2 Class giftLuxury

Gifts.Gift
└
giftLuxury.giftLuxury

Gift Class for gifttype = 'Luxury'

12.2.1 Methods

__init__(*self*, *gift*)

constructor

Overrides: Gifts.Gift.__init__

13 Module giftUtility

13.1 Variables

Name	Description
__package__	**Value:** `None`

13.2 Class giftUtility

Gifts.Gift
└
giftUtility.giftUtility

Gift Class for gifttype = 'Utility'

13.2.1 Methods

__init__(*self*, *gift*)

constructor

Overrides: Gifts.Gift.__init__

14 Module girlChoosy

14.1 Variables

Name	Description
__package__	**Value:** `None`

14.2 Class girlChoosy

Girls.Girl
└
girlChoosy.girlChoosy

Girl class for girlType = 'Choosy'

14.2.1 Methods

__init__(*self*, *girl*)

constructor

Overrides: Girls.Girl.__init__

happinessCalculator(*self*, *giftBasket*, *amount*)

Calculates the happiness for girls of type Choosy

Overrides: Girls.Girl.happinessCalculator

15 Module girlDesperate

15.1 Variables

Name	Description
__package__	**Value:** `None`

15.2 Class girlDesperate

Girls.Girl
└
girlDesperate.girlDesperate

Girl class for girlType = 'Choosy'

15.2.1 Methods

__init__(*self*, *girl*)

constructor

Overrides: Girls.Girl.__init__

happinessCalculator(*self*, *giftBasket*, *amount*)

Calculates happiness for girls of type Normal

Overrides: Girls.Girl.happinessCalculator

16 Module girlNormal

16.1 Variables

Name	Description
__package__	**Value:** `None`

16.2 Class girlNormal

Girls.Girl
└
girlNormal.girlNormal

Girl class for girlType = 'Choosy'

16.2.1 Methods

__init__(*self*, *girl*)

constructor

Overrides: Girls.Girl.__init__

happinessCalculator(*self*, *giftBasket*, *amount*)

Calculates happiness for girls of type Normal

Overrides: Girls.Girl.happinessCalculator

17 Module q1

17.1 Functions

main()

17.2 Variables

Name	Description
Gifts	**Value:** `[]`
__package__	**Value:** `None`
arrBoys	**Value:** `[]`
arrGirls	**Value:** `[]`

18 Module reader

18.1 Variables

Name	Description
arrBoys	**Value:** `[]`
arrGirls	**Value:** `[]`
Gifts	**Value:** `[]`
__package__	**Value:** `None`

18.2 Class read

18.2.1 Methods

__init__(*self*)

readcsvfile(*self*, *charType*)

19 Script script-girls_csv

20 Script script-logCouples_txt

20.1 Variables

Name	Description
__package__	**Value:** `None`

Index

allocate *(module)*, 5
    allocate.allocate *(class)*, 5
        allocate.allocate.alloc *(method)*, 5
        allocate.allocate.performLog *(method)*, 5
        allocate.allocate.printCouples *(method)*, 5

boyGeek *(module)*, 6
    boyGeek.boyGeek *(class)*, 6
boyGenerous *(module)*, 7
    boyGenerous.boyGenerous *(class)*, 7
boyMiser *(module)*, 8
    boyMiser.boyMiser *(class)*, 8
Boys *(module)*, 2
    Boys.Boy *(class)*, 2
        Boys.Boy.__init__ *(method)*, 2
        Boys.Boy.gifting *(method)*, 2
        Boys.Boy.happinessCalculator *(method)*, 2

couple *(module)*, 9
    couple.couple *(class)*, 9
        couple.couple.__init__ *(method)*, 9
        couple.couple.compatibilityCalculator *(method)*, 9
        couple.couple.happinessCalcuator *(method)*, 9

driver *(module)*, 10
    driver.generateRandomInput *(function)*, 10

generator *(module)*, 11
    generator.randomGenerator *(class)*, 11
        generator.randomGenerator.__init__ *(method)*, 11
        generator.randomGenerator.generateBoys *(method)*, 11
        generator.randomGenerator.generateGifts *(method)*, 11
        generator.randomGenerator.generateGirls *(method)*, 11
giftEssential *(module)*, 12
    giftEssential.giftEssential *(class)*, 12
giftLuxury *(module)*, 13
    giftLuxury.giftLuxury *(class)*, 13
Gifts *(module)*, 3
    Gifts.Gift *(class)*, 3
        Gifts.Gift.__init__ *(method)*, 3
giftUtility *(module)*, 14
    giftUtility.giftUtility *(class)*, 14
girlChoosy *(module)*, 15
    girlChoosy.girlChoosy *(class)*, 15
girlDesperate *(module)*, 16
    girlDesperate.girlDesperate *(class)*, 16
girlNormal *(module)*, 17
    girlNormal.girlNormal *(class)*, 17
Girls *(module)*, 4
    Girls.Girl *(class)*, 4
        Girls.Girl.__init__ *(method)*, 4
        Girls.Girl.happinessCalculator *(method)*, 4

q1 *(module)*, 18
    q1.main *(function)*, 18

reader *(module)*, 19
    reader.read *(class)*, 19
        reader.read.__init__ *(method)*, 19
        reader.read.readcsvfile *(method)*, 19

script-girls_csv *(script)*, 20
script-logCouples_txt *(script)*, 21