**Week 1 – Question 1**

import random

array = [1,2,3,4,5,6]

shuffled = []

indexes = []

def shuffling():

while len(indexes) < len(array): #O(N) #Loops while lent of indexes is smaller than len of array

a = random.randint(0,(len(array)-1))#creates a random integer that will be an index

while a in indexes: #O(N\*N)

a = random.randint(0,(len(array)-1))#If that integer is already in indexes it creates a new one

else:

indexes.append(a)

for i in indexes:

shuffled.append(array[i])#loops for indexes and adds values to array according to the index

shuffling()

print("Shuffled List: ")

print(shuffled)

#Big O Notation = O(N\*N)

**Week 1 – Question 2**

def trailing():

number = int(input("Enter a number: ")) #(1)

trailing = 0 #(1)

for x in range (5,number+1): #(N)

fact = int(x) #(N)

while fact: #(N\*N)

if fact % 5 == 0: #(N\*N)

trailing+=1 #(N\*N)

fact = fact / 5 #(N\*N)

else:

break

print ("There are ", trailing, "zeros") #(1)

trailing()

#Program has a Big O Notation of O(N\*N)

**Week 2 – Question 1**

def HPerfSquare(num1):

if num1 >= 0: #Checks if number is >= 0

PerfSquare = num1\*\*(1/2) #If it is per square is input square rooted

PerfSquare = PerfSquare - (PerfSquare%1) #Gets rid of the decimal

PerfSquare = PerfSquare \*\* 2 #squares the number to make the biggest perf sq

print(PerfSquare) #prints it

return PerfSquare #Returns it

elif num1 < 0: #If number is -ve it just prints

print ("Integer has to be positive")

HPerfSquare(50)

**Week 2 – Question 2**

Check the tasks in week 1 for the Big O notation (source code comments states it)

**Week 2 – Question 3**

**NEEDS DOING**

**Week 3 – Question 1**

def reverse():

x = input ("Enter a sentence to reverse: ") #Gets a string to reverse O(1)

strList = x.split() #Splits the string into words into a list O(1)

count = -1 #Counter... O(1)

revList = [] #Reversed list O(1)

for i in strList: #Loops through the non-reversed list O(N)

revList.append(strList[count]) #Appends the words from the list (from the back) O(N)

count -= 1 #Decreases the count so next value from the left is checked O(N)

print (' '.join(revList)) #Converts the reversed list into a string and prints it O(N)

reverse()

#The Big O Notation for this algorithm is O(N) due to the for loop involved.

**Pseudo Code –**

FUNCTION reverse

x <- USER INPUT

NEW LIST strList <- LIST of characters in string x

Counter <- -1

NEW LIST revList <- EMPTY LIST

FOR LOOP through strList

APPEND strList[Counter] to revList

Counter <- +1

Convert revList to a string

PRINT the string

**Week 3 – Question 2**

def prime(n,counter=2): #Counter starts at 2 because if it started at 1 all numbers would be prime

if n == 0: # Base Case

return True

elif n == 1: #If n is 1, return True because 1 is a prime number

return True

elif n == counter: #If counter gets to n number is a prime as n%n and n%1 = Prime

return True

elif (n%counter) == 0: #If any counter value gets a 0 after doing modulo number is not a prime

return False

else:

return prime(n,counter+1) #Recursion - Adds to the counter each time

**Pseudo Code –**

FUNCTION prime with Parameters and counter <- 2

IF n = 0 DO

RETURN True

ELSE IF n = 1 DO

RETURN True

ELSE IF n = counter DO

RETURN True

ELSE IF (n MOD counter) = 0 DO

RETURN False

ELSE DO

RETURN FUNCTION PRIME CALL with parameters n and counter <- +1

**Week 3 – Question 3**

def removeVowels(counter=0):

vowels = ['a','e','i','o','u']

if counter < len(vowels):

if vowels[counter] in word:

word.remove(vowels[counter]) #remove the vowel from word

removeVowels(counter) #looks for another instance of this vowel

else:

counter += 1

removeVowels(counter)

return(word)

if \_\_name\_\_ == '\_\_main\_\_':

word = input('Word: ')

word = list(word)

removeVowels()

**Pseudo Code-**

FUNCTION removeVowels with Parameter counter = 0

vowels -> LIST of Vowels

IF counter < Length of vowels DO

IF Vowel is in word DO

remove Vowel from word

Function Call removeVowels

ELSE DO

Counter -> Counter + 1

Function Call removeVowels

RETURN word

word -> user input

change word to list of characters

Function Call removeVowels

**Week 4 – Question 1**

def binarySearch(val1, val2, List): #Function takes v(value) and a list to iterate

first = 0 #First Value

last = len(List)-1 #Last Value

found = False #Found Boolean

while first <= last and not found: #Iterates while first value <= last value, and not found is True

mid = int((first+last)/2) #Finds the midpoint

if (List[mid] <= val2) and (List[mid] >= val1) :#Checks if midvalue is a val between given range

found = True #Changes found to True when the value is found

else:

if (val1 < List[mid]): #If value is less than midvalue it

last = mid-1 #Puts the last value to be the mid value (cuts list)

else:

first = mid+1 #Otherwise it makes the mid value the first value (cuts)

if found == True: #Print statements to inform the user of the result

print ( "A number between the range has been found")

else:

print ("A number between the range was not found")

binarySearch(-1,0, [1,2,3,4,5,8,59])

**Week 5 – Question 1**

def longestSequence(sequence, pointer, SequenceList,final):

for i in range(0,len(sequence)):

if i == 0: #always adds the first digit in the list

pointer.append(i)

elif i == (len(sequence)-1): #stops iteration when the loop finishes the list

pointer.append((len(sequence))-1)

elif sequence[i] > sequence[i-1]: #if the digit before previous is smaller dont append check next

pass

elif sequence[i] <= sequence[i-1]: #if the digit is bigger before previous, append

pointer.append(i-1)

pointer.append(i)

for x in range(0,len(pointer),2): #Iterates through the pointer list

seq = [pointer[x],pointer[x+1]] #Puts two pointers into a seperate list to use as coordinates

SequenceList.append(seq)

for i in SequenceList: #Iterates through SequenceList

finseq = [] #List for each sequence

for x in range (i[0], i[1]+1): #Iterates through sequence list between the two indexes given in SequenceList

finseq.append(sequence[x]) #Appends each number two the finseq value holder

final.append(finseq) #Appends the final sequence to final list

print ("Pointer :", pointer)

print ("SequenceList:", SequenceList)

print('Longest subsequence = ', max(final, key = len)) #Finds the longest sequence using max and key len.

longestSequence([1,2,3,3,4,5,6,7,8,2,3,2,3,4,5,6,7,8,9,10],[], [], [])

#sequence = List of values to check

#pointer = Start and end of each sequence

#SequenceList = Coordinate list, basically pointer list but with start and end of sequences seperated

#final = List of lists of sequences

**Week 5 – Question 2**

def node\_delete(self, n):

if n.prev != 0:

n.prev.next = n.next

else:

self.head = n.next

if n.next != 0:

n.next.prev = n.prev

else:

self.tail = n.prev

**COMMENT IT**

**Week 6 – Question 1**

def in\_order(tree):

stack = []

finished = False

while (finished == False): #Keeps the loop going until the else statement

if tree != None: #If tree isnt empty

stack.append(tree) #append the root node to the stack

tree = tree.left #pointer goes to the left value

else:

if (len(stack) > 0):#if the length of the stack is more than 0

tree = stack.pop()#pop the most recent value from stack

print(tree.value)#and print it

tree = tree.right#pointer goes to the right value

else:  
 finished = True#if stack is empty, finish the loop

**Week 7 – Question 1 & 2**

class graph:

def \_\_init\_\_(self):

self.dictionary = {} #Creates a dictionary

def addVertex(self,vertex):

if vertex not in self.dictionary: #If input vertex isnt it dictionary it adds it

self.dictionary[vertex] = []

else:

pass #If it is it does nothing and ignores it

def addEdge(self,vertex,edge): #Adds an edge to the graph using 2 points

self.dictionary[vertex].append(edge)#Adds an edge to a vertex

self.dictionary[edge].append(vertex)#Adds the vertex to the edge value (has to work both ways for AL)

def printDict(self):

for key in self.dictionary: #Function just prints out the dictionary one value under another

print(key, ':', self.dictionary[key])

def DFS(self, vertex):

self.visited = [] #List storing all the values that have been visited

self.stack= [] #Creates a stack for backtracking and moving between nodes

self.stack.append(vertex) #Adds the starting vertex to the stack

while self.stack != []: #While the stack isnt empty...

u = self.stack.pop() #pops the value and puts it into value holder u

if u not in self.visited: #if u isnt already in the visited list...

self.visited.append(u) #it appends u to that list

for edge in self.dictionary[u]:#it also loops through all of the edges of that vertex

self.stack.append(edge) #Pushes those edges onto the stack

BFS\_Text = open("DfsOutput.txt", "w")

BFS\_Text.write("DFS traversal: %s " % self.visited)

BFS\_Text.close()

def BFS(self,vertex):

self.q = [] #Creates a list q

self.visited = [] #List of already visited nodes

self.q.insert(0, vertex) #adds the starting point to the queue

while self.q != []: #While the queue (q) isnt empty...

u = self.q.pop() #it pops the value from the queue and holds it in u

if u not in self.visited: #if u isnt already in the visited list...

self.visited.append(u) #it appends u to visited

for edge in self.dictionary[u]: #loops through the edges of vertex u

self.q.insert(0,edge) #inserts them into the queue

BFS\_Text = open("BfsOutput.txt", "w")

BFS\_Text.write("BFS traversal: %s " % self.visited)

BFS\_Text.close()

if \_\_name\_\_ == '\_\_main\_\_':

g = graph()

## 7 : 6 9

## 6 : 7 8 9

## 8 : 6 9

## 9 : 6 7 8

g.addVertex(7)

g.addVertex(6)

g.addVertex(8)

g.addVertex(9)

g.addEdge(6,7)

g.addEdge(6,8)

g.addEdge(6,9)

g.addEdge(7,9)

g.addEdge(9,8)

g.printDict()

g.DFS(7)

g.BFS(7)

#FOR BFS I have used a list instead of an actual queue to save the amount of code written as a list can be used

#as a queue if you insert values at index 0 and pop values from the end

#Therefore the first value is always the end of the queue and last value is the start of the queue

**Pseudo Code:**

CLASS graph

INIT FUNCTION

dictionary <- NEW DICTIONARY

FUNCTION ADD\_VERTEX with parameters (Vertex)

IF Vertex is in dictionary DO

ADD TO DICTIONARY Key <- Vertex, Value <- EMPTY LIST

FUNCTION ADD\_EDGE with parameters (Vertex,Edge)

ADD TO DICTIONARY Edge, where Key <- Vertex

ADD TO DICTIONARY Vertex, where Key <- Edge