

Homework 4

Write up

Brian Kennedy
Pete Koehn
Theodore Lindsey

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0.1 hw04.py

```
from cController import Controller
```

```
Controller()
```

0.2 cController.py

```
class Controller:
    def __init__(self):
        from cView import View
        from cModel import Model

        model = Model()
        view = View()

        while True:
            action = view.menu()

            if action == "quit":
                quit()
            elif action[0] == "r":
                self.RemoveFromOrder(model, int(action[1:]))
            elif action[0] == "a":
                self.AddToOrder(model, int(action[1:]))
            elif action[0] == "d":
                self.DisplayBook(model, view, action[1:])
            elif action == "order":
                self.GetOrderList(model, view)
            elif action == "cost":
                self.GetOrderCost(model, view)

    def DisplayBook(self, model, view, genre):
        BookList = model.GetBookList(genre)
        view.GeneralDisplay(BookList)

    def AddToOrder(self, model, BookID):
        model.AddToOrder(BookID)
        return "Added_book_#" + str(BookID) + "_to_the_order."

    def RemoveFromOrder(self, model, BookID):
        model.RemoveFromOrder(BookID)
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        return "Removed_book_#" + str(BookID) + "_from_the_order."

def GetOrderCost(self, model, view):
    cost = model.CalculateOrderCost()
    view.GeneralDisplay(cost)

def GetOrderList(self, model, view):
    OrderList = model.GetOrder()
    view.GeneralDisplay(OrderList)

```

0.3 cView.py

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class View:
    #—Display Books—
    def DisplayBooks(self):
        print("Select_genre:")
        print("1._____Science_Fiction")
        print("2._____Travel")
        print("3._____Software_Engineering")
        uchoice = input("Please_input_the_number_of_your_choice:_")
        )
        print(uchoice)
        print()

        if uchoice == "1":
            return "dSciFi"
        elif uchoice == "2":
            return "dTravel"
        elif uchoice == "3":
            return "dSoftware"

    #—Add Book to Order—
    def AddToOrder(self):
        uchoice = input("Please_input_BookID:_")
        if (1 <= int(uchoice) <= 60):
            return "a" + str(uchoice)
        else:
            print("Invalid_BookID.")
            return self.AddToOrder()

    #^ this will pass bookid to other thing

    #—Remove Book from Order—

```

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def RemoveFromOrder(self):
    uchoice = input("Please input BookID: ")
    if (1 <= int(uchoice) <= 60):
        return "r" + str(uchoice)
    else:
        print("Invalid BookID.")
        return self.RemoveFromOrder()

def GeneralDisplay(self, array):
    for entry in array:
        print(entry)

#---menu---
def menu(self):
    print()
    print(" Available actions:")
    print(" 1. .... Display Books")
    print(" 2. .... Display Current Order")
    print(" 3. .... Add Book to Order")
    print(" 4. .... Remove Book from Order")
    print(" 5. .... Calculate Order Cost")
    print(" 6. .... Quit")
    uchoice = input("Please input the number of your choice: ")
    )
    print("")
    if uchoice == '1':
        return self.DisplayBooks()
    elif uchoice == '2':
        return "order"
    elif uchoice == '3':
        return self.AddToOrder()
    elif uchoice == '4':
        return self.RemoveFromOrder()
    elif uchoice == '5':
        return "cost"#self.DisplayOrderCost()
    elif uchoice == '6':
        return "quit"
    else:
        print("Invalid input.")

```

0.4 cModel.py

```
#!/usr/bin/python
```

```

class Model:
    def __init__(self):
        self.CurrentOrder = [];
        self.cost = 0;

        self.titles = [0] * 61
        self.authors = [0] * 61

        # Science Fiction titles , $50
        self.titles[1] = 'Dune_[S1]'
        self.titles[2] = 'Ender\'s_Game_[S1]'
        self.titles[3] = 'The_Foundation_Trilogy'
        self.titles[4] = 'Hitch_Hiker\'s_Guide_to_the_Galaxy_[S1]'
        self.titles[5] = '1984'
        self.titles[6] = 'Stranger_in_a_Strange_Land'
        self.titles[7] = 'Fahrenheit_451'
        self.titles[8] = '2001:_A_Space_Odyssey'
        self.titles[9] = 'Do_Androids_Dream_of_Electric_Sheep?'
        self.titles[10] = 'Neuromancer_[S1]'
        self.titles[11] = '[C]_I,_Robot'
        self.titles[12] = 'Starship_Troopers'
        self.titles[13] = 'Ringworld_[S1]'
        self.titles[14] = 'Rendezvous_With_Rama'
        self.titles[15] = 'Hyperion_[S1]'
        self.titles[16] = 'Brave_New_World'
        self.titles[17] = 'The_Forever_War'
        self.titles[18] = 'The_Time_Machine'
        self.titles[19] = 'Childhood\'s_End'
        self.titles[20] = 'The_Moon_is_a_Harsh_Mistress'

        # Travel titles , $40
        self.titles[21] = 'A_Dragon_Apparent'
        self.titles[22] = 'A_House_in_Bali'
        self.titles[23] = 'A_Moveable_Feast'
        self.titles[24] = 'A_Short_Walk_in_the_Hindu_Kush'
        self.titles[25] = 'A_Time_of_Gifts'
        self.titles[26] = 'A_Turn_in_the_South'
        self.titles[27] = 'A_Walk_in_the_Woods'
        self.titles[28] = 'A_Winter_in_Arabia'
        self.titles[29] = 'Among_the_Russians'
        self.titles[30] = 'An_Area_of_Darkness'
        self.titles[31] = 'Arabian_Sands'
        self.titles[32] = 'Arctic_Dreams'
        self.titles[33] = 'The_Art_of_Travel'
        self.titles[34] = 'As_I_Walked_Out_One_Midsummer_Morning'

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self . titles [35] = 'Baghdad Without a Map'
self . titles [36] = 'Balkan Ghosts'
self . titles [37] = 'Beyond Euphrates'
self . titles [38] = 'The Bird Man and the Lap Dancer'
self . titles [39] = 'Bitter Lemons of Cyprus'
self . titles [40] = 'Black Lamb and Grey Falcon'

# Software Engineering titles , $100
self . titles [41] = 'Code Complete : A Handbook of Software
    Construction'
self . titles [42] = 'Head First Design Patterns'
self . titles [43] = 'Rapid Development'
self . titles [44] = 'Design Patterns : Elements of Reusable
    Object-Oriented Software'
self . titles [45] = 'Cryptography : Protocols , Algorithms ,
    and Source Code'
self . titles [46] = 'Agile Software Development : Principles ,
    Patterns and Practices'
self . titles [47] = 'Joel on Software'
self . titles [48] = 'Peopleware : Productive Projects and
    Teams'
self . titles [49] = 'The Mythical Man-Month , Anniversary
    Edition'
self . titles [50] = 'Refactoring : Improving the Design of
    Existing Code'
self . titles [51] = 'Agile Estimating and Planning'
self . titles [52] = 'Writing Effective Use Cases'
self . titles [53] = 'Object-Oriented Software Construction'
self . titles [54] = 'Software Estimation : Demystifying the
    Black Art'
self . titles [55] = 'User Stories Applied : For Agile
    Software Development'
self . titles [56] = 'The Art of Computer Programming'
self . titles [57] = 'Patterns of Enterprise Application
    Architecture'
self . titles [58] = 'Mastering Regular Expressions'
self . titles [59] = 'The Pragmatic Programmer'
self . titles [60] = 'Software Requirements'

# Science Fiction titles , $50
self . authors [1] = 'Frank Herbert'
self . authors [2] = 'Orson Scott Card'
self . authors [3] = 'Isaac Asimov'
self . authors [4] = 'Douglas Adams'
self . authors [5] = 'George Orwell'

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self.authors[6] = 'Robert_A_Heinlein '
self.authors[7] = 'Ray_Bradbury '
self.authors[8] = 'Arthur_C_Clarke '
self.authors[9] = 'Philip_K_Dick '
self.authors[10] = 'William_Gibson '
self.authors[11] = 'Isaac_Asimov '
self.authors[12] = 'Robert_A_Heinlein '
self.authors[13] = 'Larry_Niven '
self.authors[14] = 'Arthur_C_Clarke '
self.authors[15] = 'Dan_Simmons '
self.authors[16] = 'Aldous_Huxley '
self.authors[17] = 'Joe_Haldeman '
self.authors[18] = 'H_G_Wells '
self.authors[19] = 'Arthur_C_Clarke '
self.authors[20] = 'Robert_A_Heinlein '

# Travel titles , $40
self.authors[21] = 'Norman_Lewis '
self.authors[22] = 'Colin_McPhee '
self.authors[23] = 'Ernest_Hemingway '
self.authors[24] = 'Eric_Newby '
self.authors[25] = 'Patrick_Leigh_Fermor '
self.authors[26] = 'V.S._Naipaul '
self.authors[27] = 'Bill_Bryson '
self.authors[28] = 'Freya_Stark '
self.authors[29] = 'Colin_Thubron '
self.authors[30] = 'V.S._Naipaul '
self.authors[31] = 'Wilfred_Thesiger '
self.authors[32] = 'Barry_Lopez '
self.authors[33] = 'Alain_de_Botton '
self.authors[34] = 'Laurie_Lee '
self.authors[35] = 'Tony_Horwitz '
self.authors[36] = 'Robert_D._Kaplan '
self.authors[37] = 'Freya_Stark '
self.authors[38] = 'Eric_Hansen '
self.authors[39] = 'Lawrence_Durrell '
self.authors[40] = 'Rebecca_West '

# Software Engineering titles , $100
self.authors[41] = 'Steve_McConnell '
self.authors[42] = 'Elisabeth_Freeman '
self.authors[43] = 'Steve_McConnell '
self.authors[44] = 'Erich_Gamma '
self.authors[45] = 'Bruce_Schneier '
self.authors[46] = 'Robert_C._Martin '

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self.authors[47] = 'Joel_Spolsky'
self.authors[48] = 'Tom_DeMarco'
self.authors[49] = 'Frederick_P._Brooks'
self.authors[50] = 'Martin_Fowler'
self.authors[51] = 'Mike_Cohn'
self.authors[52] = 'Alistair_Cockburn'
self.authors[53] = 'Bertrand_Meyer'
self.authors[54] = 'Steve_McConnell'
self.authors[55] = 'Mike_Cohn'
self.authors[56] = 'Donald_E._Knuth'
self.authors[57] = 'Martin_Fowler'
self.authors[58] = 'Jeffrey_Friedl'
self.authors[59] = 'Andrew_Hunt'
self.authors[60] = 'Karl_E._Wiegers'

def GetBookList(self, genre):
    BookList = ["ID\tAuthor\t\t\t\tTitle"]
    if genre == "SciFi":
        for BookID in range(1,20+1):
            BookList.append(str(BookID) + "\t" + self.authors[
                BookID] + "\t\t\t" + self.titles[BookID])
    elif genre == "Travel":
        for BookID in range(21,40+1):
            BookList.append(str(BookID) + "\t" + self.authors[
                BookID] + "\t\t\t" + self.titles[BookID])
    elif genre == "Software":
        for BookID in range(41,60+1):
            BookList.append(str(BookID) + "\t" + self.authors[
                BookID] + "\t\t\t" + self.titles[BookID])
    return BookList

def GetOrder(self):
    OrderList = ["Current_order_contents:"]
    OrderList.append("ID\tAuthor\t\t\t\tTitle")
    for BookID in self.CurrentOrder:
        OrderList.append(str(BookID) + "\t" + self.authors[
            BookID] + "\t\t\t" + self.titles[BookID])
    return OrderList

def AddToOrder(self, BookID):
    self.CurrentOrder.append(BookID)
    self.CurrentOrder.sort()

def RemoveFromOrder(self, BookID):

```



```
    try:
        self.CurrentOrder.remove(BookID)
    except:
        print("Book_ID_ " + str(BookID) + " _not_in_current_
              order")

def CalculateOrderCost(self):
    self.cost = 0
    for i in self.CurrentOrder:

        #print("Cost:   " + str(self.cost))
        #print("BookID: " + str(i))
        #print()
        if i < 21:
            self.cost += 50
        elif i < 41:
            self.cost += 40
        else:
            self.cost += 100
    return ["Order_cost_is_$" + str(self.cost)]
```

Figure 1: Sequence Diagram

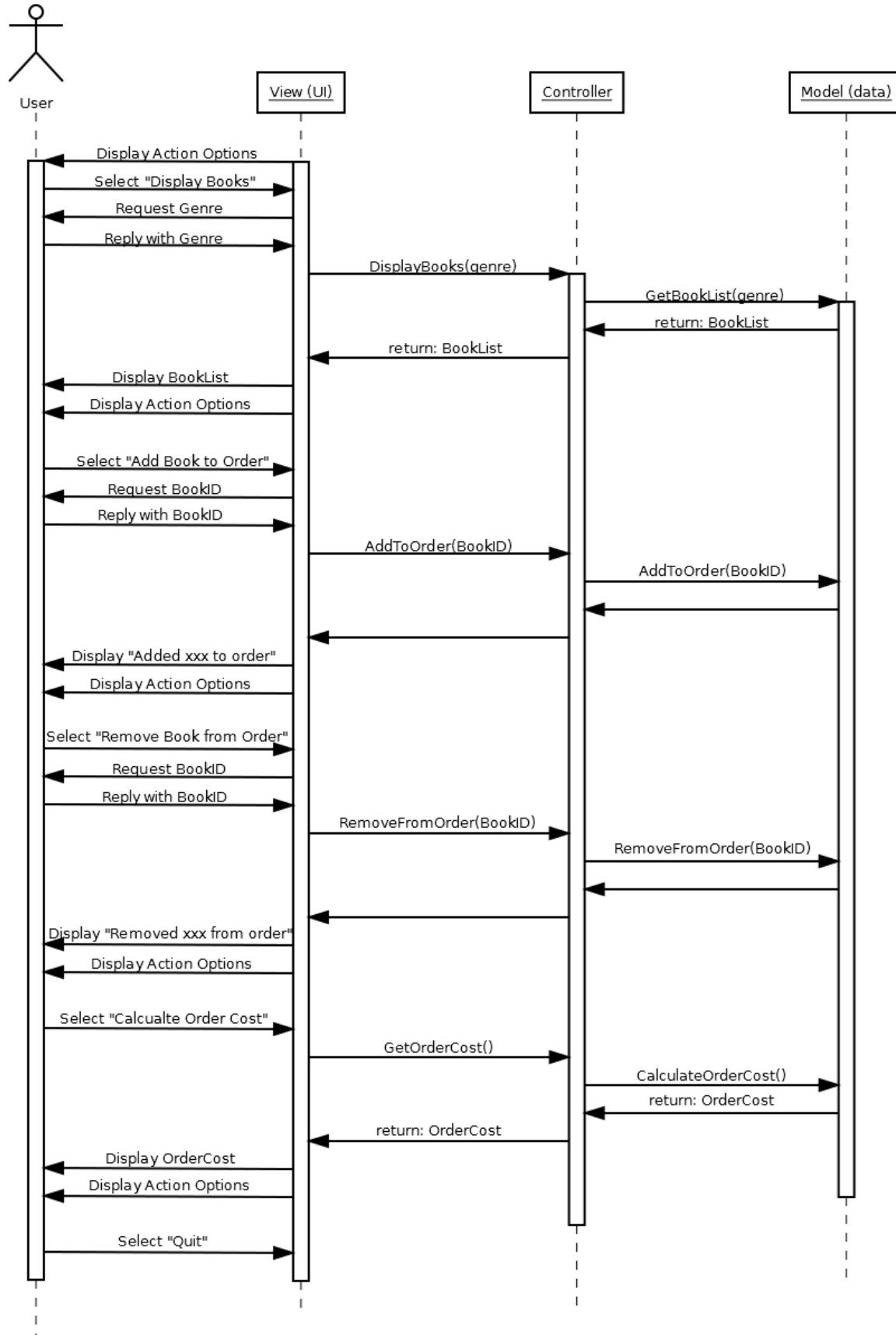


Figure 2: Class Diagram

