



Hog Contest Rules

- Up to two people submit one entry;
 Max of one entry per person
- Your score is the number of entries against which you win more than 50.00001% of the time
- Strategies are time-limited
- All strategies must be deterministic, pure functions of the players' scores
- Winning entries will receive a paltry amount of extra credit
- The real prize: honor and glory
- See website for detailed rules

Fall 2011 Winners

Kaylee Mann Yan Duan & Ziming Li Brian Prike & Zhenghao Qian Parker Schuh & Robert Chatham

Fall 2012 Winners

Chenyang Yuan Joseph Hui

Fall 2013 Winners

Paul Bramsen Sam Kumar & Kangsik Lee Kevin Chen

Fall 2014 Winners

Alan Tong & Elaine Zhao Zhenyang Zhang Adam Robert Villaflor & Joany Gao Zhen Qin & Dian Chen Zizheng Tai & Yihe Li

Hog Contest Winners

Spring 2015 Winners

Sinho Chewi & Alexander Nguyen Tran Zhaoxi Li Stella Tao and Yao Ge

Fall 2015 Winners

Micah Carroll & Vasilis Oikonomou Matthew Wu Anthony Yeung and Alexander Dai

Spring 2016 Winners

Michael McDonald and Tianrui Chen Andrei Kassiantchouk Benjamin Krieges

Fall 2016 Winners

Cindy Jin and Sunjoon Lee Anny Patino and Christian Vasquez Asana Choudhury and Jenna Wen Michelle Lee and Nicholas Chew ur nam

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Fall 2017 Winners

Alex Yu and Tanmay Khattar James Li Justin Yokota

Spring 2018 Winners

Eric James Michaud Ziyu Dong

Xuhui Zhou

Fall 2018 Winners

Rahul Arya Jonathan Bodine

Sumer Kohli and Neelesh Ramachandran

Fall 2019 Winners

Jet Situ and Lucas Schaberg Anthony Han and Hongyi Huang Arthur Pan and Qingyuan Liu

Spring 2020 Winners

Andy Dong Theodor Sion and Anish Kar Shaun Diem-Lane

Fall 2020 Winners

Describing Functions

Boolean Favorites

```
def likes(n):
    """Returns whether George Boole likes the non-negative integer n."""
    ...

def mystery1(n):
    k = 1
    while k < n:
        if likes(n):
            print(k)
        k = k + 2</pre>
    One approach:
    1. Read the code
    2. Read the description options
    3. Consider an example

    but only if George likes n

mystery1 prints _____ less than n _____ .
```

-mystery1 prints all odd numbers less than n that George likes.

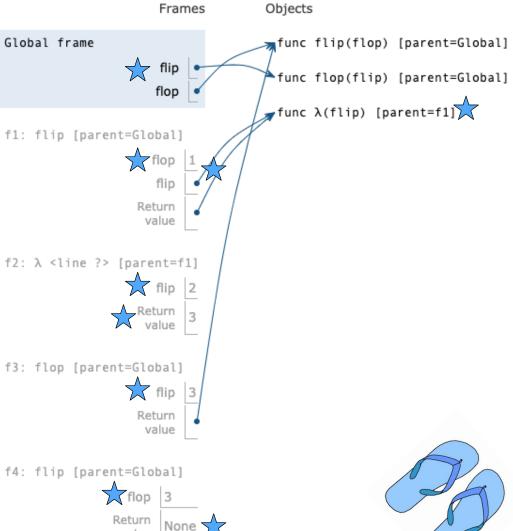
Boolean Favorites

```
def likes(n):
    """Returns whether George Boole likes the non-negative integer n."""
def mystery2(n):
                                                          One approach:
    i, j, k = 0, None, None
                                                           1. Read the code
    while i < n:
                                                           2. Read the description options
        if likes(i):
            if j != None and (k == None \text{ or } i - j < k):

3. Consider an example
                k = i - i
            j = i
        i = i + 1
    return k
         the smallest difference between
                                              There are no two
         two positive integers below n
         that George likes
                                              such integers
  mystery 2 returns or returns None if .
```

Generating Environment Diagram

```
A Day at the Beach
def flip(flop):
                     _ not true for flop == 1
    if flop>2: ←
                           true for flop == 3
        return None
    flip = lambda flip: 3
    return flip
def flop(flip):
    return flop
flip, flop = flop, flip
flip(____)<mark>(3)</mark>
        flop(1)(2)
```



Implementing Functions

Implementing a Function

```
def remove(n, digit):
    """Retung alindiats of non-negative N
                       IT, for some
       231
                        IT less than 10.
   >>> remove(231, 3)
    21
                               + 20 + 30
   >>> remove(243132, 2)
    4313
                                      + 200
    111111
                                        231
                                 21
    kept, digits = 0, 0
                    n > 0
   while
        n, last = n // 10, n % 10
                last != digit
                    1000 kept + last 1000 kept + last
                       digits + 1
     231
            digits =
                        kept
    return
```

Read the description

Verify the examples & pick a simple one

Read the template

Implement without the template, then change
your implementation to match the template.
OR

If the template is helpful, use it.

Annotate names with values from your chosen example

Write code to compute the result

Did you really return the right thing?

Check your solution with the other examples

Implementing a Function

```
def remove(n, digit):
"""Return all digits of non-negative N
                        IT, for some
       231
                        IT less than 10.
    >>> remove(231, 3)
    21
    >>> remove(243132, 2)
    4313
    111111
    kept, digits = 0, 0
                    n > 0
    while
        n, last = n // 10, n % 10
                 last != digit
                        kept/10 +
                                     last
             kept = _
                       digits + 1
      21
             digits =
             round(kept * 10 ** (digits-1))
    return
```

Read the description

Verify the examples & pick a simple one

Read the template

Implement without the template, then change your implementation to match the template. **OR**

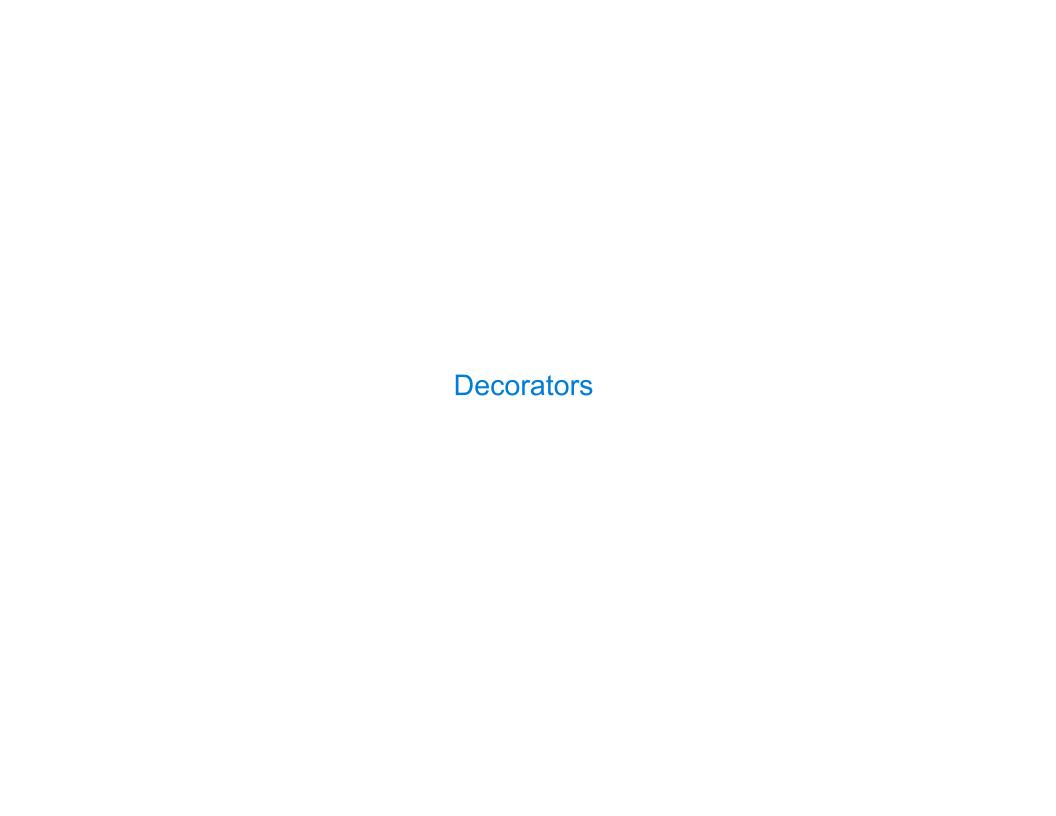
If the template is helpful, use it.

Annotate names with values from your chosen example

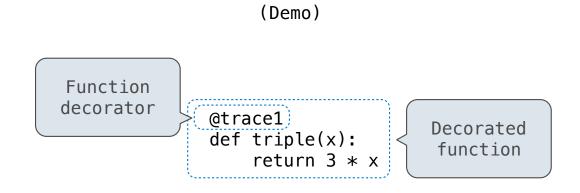
Write code to compute the result

Did you really return the right thing?

Check your solution with the other examples



Function Decorators



is identical to

```
why not just
use this?

def triple(x):
    return 3 * x
    triple = trace1(triple)
```

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