

Switch to Pensieve:

- **Everyone:** Go to pensieve.co, log in with your @berkeley.edu email, and **enter your group number** as the room number (which was in the email that assigned you to this discussion). As long as you all enter the same number (any number), you'll all be using a shared document.

Once you're on Pensieve, you don't need to return to this page; Pensieve has all the same content (but more features). If for some reason Pensieve doesn't work, return to this page and continue with the discussion.

Attendance

Fill out this [discussion attendance form](#) with the unique number you receive from your TA. As soon as you get your number, fill out the form, selecting *arrival* (not *departure* – that's later).

Getting Started

If there are fewer than 3 people in your group, feel free to merge your group with another group in the room.

Say your name and something you've practiced for a while, such as playing an instrument, juggling, or martial arts. Did you discover any common interests among your group members?

Iterators

Q1: Draw

The `draw` function takes a list `hand` and a list of unique non-negative integers `positions` that are all less than the length of `hand`. It removes `hand[p]` for each `p` in `positions` and returns a list of those elements in the order they appeared in `hand` (not the order they appeared in `positions`).

Fill in each blank with one of these names: `list`, `map`, `filter`, `reverse`, `reversed`, `sort`, `sorted`, `append`, `insert`, `index`, `remove`, `pop`, `zip`, or `sum`. See the [built-in functions](#) and [list methods](#) documentation for descriptions of what these do.

Discussion Time: Before writing anything, talk as a group about what process you'll implement in order to make sure the right cards are removed and returned. Try not to guess-and-check! The purpose of discussion is for you to try to solve problems without the help of an interpreter checking your work.

```
def draw(hand, positions):
    """Remove and return the items at positions from hand.

    >>> hand = ['A', 'K', 'Q', 'J', 10, 9]
    >>> draw(hand, [2, 1, 4])
    ['K', 'Q', 10]
    >>> hand
    ['A', 'J', 9]
    """
    return list(reversed([hand.pop(i) for i in reversed(sorted(positions))]))
```

For a list `s` and integer `i`, `s.pop(i)` returns and removes the `i`th element, which changes the position (index) of all the later elements but does not affect the position of prior elements.

Calling `reversed(s)` on a list `s` returns an iterator. Calling `list(reversed(s))` returns a list of the elements in `s` in reversed order.

Aced it? Give yourselves a hand!

Object-Oriented Programming

A productive approach to defining new classes is to determine what instance attributes each object should have and what class attributes each class should have. First, describe the type of each attribute and how it will be used, then try to implement the class's methods in terms of those attributes.

Q2: Keyboard

Overview: A keyboard has a button for every letter of the alphabet. When a button is pressed, it outputs its letter by calling an `output` function (such as `print`). Whether that letter is uppercase or lowercase depends on how many times the *caps lock* key has been pressed.

First, implement the `Button` class, which takes a lowercase `letter` (a string) and a one-argument `output` function, such as `Button('c', print)`.

The `press` method of a `Button` calls its `output` attribute (a function) on its `letter` attribute: either uppercase if `caps_lock` has been pressed an odd number of times or lowercase otherwise. The `press` method also increments `pressed` and returns the key that was pressed. *Hint:* `'hi'.upper()` evaluates to `'HI'`.

Second, implement the `Keyboard` class. A `Keyboard` has a dictionary called `keys` containing a `Button` (with its `letter` as its key) for each letter in `LOWERCASE_LETTERS`. It also has a list of the letters `typed`, which may be a mix of uppercase and lowercase letters.

The `type` method takes a string `word` containing only lowercase letters. It invokes the `press` method of the `Button` in `keys` for each letter in `word`, which adds a letter (either lowercase or uppercase depending on `caps_lock`) to the `Keyboard`'s `typed` list. **Important:** Do not use `upper` or `letter` in your implementation of `type`; just call `press` instead.

Read the doctests and talk about: - Why it's possible to press a button repeatedly with `.press().press().press()`. - Why pressing a button repeatedly sometimes prints on only one line and sometimes prints multiple lines. - Why `bored.typed` has 10 elements at the end.

Discussion Time: Before anyone types anything, have a conversation describing the type of each attribute and how it will be used. Start with `Button`: how will `letter` and `output` be used? Then discuss `Keyboard`: how will `typed` and `keys` be used? How will new letters be added to the list called `typed` each time a `Button` in `keys` is pressed? Call the staff if you're not sure! Once everyone understands the answers to these questions, you can try writing the code together.

```

LOWERCASE_LETTERS = 'abcdefghijklmnopqrstuvwxyz'

class CapsLock:
    def __init__(self):
        self.pressed = 0

    def press(self):
        self.pressed += 1

class Button:
    """A button on a keyboard.

    >>> f = lambda c: print(c, end='') # The end='' argument avoids going to a new line
    >>> k, e, y = Button('k', f), Button('e', f), Button('y', f)
    >>> s = e.press().press().press()
    eee
    >>> caps = Button.caps_lock
    >>> t = [x.press() for x in [k, e, y, caps, e, e, k, caps, e, y, e, caps, y, e, e]]
    keyEEKeyeYEE
    >>> u = Button('a', print).press().press().press()
    A
    A
    A
    """
    caps_lock = CapsLock()

    def __init__(self, letter, output):
        assert letter in LOWERCASE_LETTERS
        self.letter = letter
        self.output = output
        self.pressed = 0

    def press(self):
        """Call output on letter (maybe uppercased), then return the button that was
        pressed."""
        self.pressed += 1
        if Button.caps_lock.pressed % 2 == 0:
            self.output(self.letter)
        else:
            self.output(self.letter.upper())
        return self
    """ YOUR CODE HERE """

```

Since `self.letter` is always lowercase,

The number of times `caps_lock` has been pressed is either `self.caps_lock.pressed` or `Button.caps_lock.pressed`.

The `output` attribute is a function that can be called: `self.output(self.letter)` or `self.output(self.letter.upper())`. You do not need to return the result.

```

class Keyboard:
    """A keyboard.

    >>> Button.caps_lock.pressed = 0 # Reset the caps_lock key
    >>> bored = Keyboard()
    >>> bored.type('hello')
    >>> bored.typed
    ['h', 'e', 'l', 'l', 'o']
    >>> bored.keys['l'].pressed
    2

    >>> Button.caps_lock.press()
    >>> bored.type('hello')
    >>> bored.typed
    ['h', 'e', 'l', 'l', 'o', 'H', 'E', 'L', 'L', 'O']
    >>> bored.keys['l'].pressed
    4
    """

    def __init__(self):
        self.typed = []
        self.keys = ... # Try a dictionary comprehension!

    def type(self, word):
        """Press the button for each letter in word."""
        assert all([w in LOWERCASE_LETTERS for w in word]), 'word must be all lowercase'
        """ YOUR CODE HERE """

```

The code in the image shows the implementation of the `Keyboard` class. The `__init__` method initializes `self.typed` as an empty list and `self.keys` as an empty dictionary. The `type` method iterates over each letter in the word, checks if the letter is in the `keys` dictionary, and if not, creates a new `Button` object and adds it to the dictionary. It then presses the button for each letter. The code also includes a doctest to ensure the word is all lowercase.

Q3: The code in the image shows the implementation of the `Keyboard` class. The `__init__` method initializes `self.typed` as an empty list and `self.keys` as an empty dictionary. The `type` method iterates over each letter in the word, checks if the letter is in the `keys` dictionary, and if not, creates a new `Button` object and adds it to the dictionary. It then presses the button for each letter. The code also includes a doctest to ensure the word is all lowercase.

Imp: The code in the image shows the implementation of the `Keyboard` class. The `__init__` method initializes `self.typed` as an empty list and `self.keys` as an empty dictionary. The `type` method iterates over each letter in the word, checks if the letter is in the `keys` dictionary, and if not, creates a new `Button` object and adds it to the dictionary. It then presses the button for each letter. The code also includes a doctest to ensure the word is all lowercase.

as little code as possible and try not to repeat any logic from `Eye` or `Bear`. Each blank can be filled with just two short lines.

Discussion Time: Before writing code, talk about what is different about a `SleepyBear` and a `Bear`. When using inheritance, you only need to implement the differences between the base class and subclass. Then, talk about what is different about a `WinkingBear` and a `Bear`. Can you think of a way to make the bear wink without a new implementation of `print`?

```
class Eye: """An eye.
```

```
>>> Eye().draw()
'0'
>>> print(Eye(False).draw(), Eye(True).draw())
0 -
"""
def __init__(self, closed=False):
    self.closed = closed

def draw(self):
    if self.closed:
        return '-'
    else:
        return '0'

class Bear:
    """A bear.

    >>> Bear().print()
    ? 0o0?
    """
    def __init__(self):
        self.nose_and_mouth = 'o'

    def next_eye(self):
        return Eye()

    def print(self):
        left, right = self.next_eye(), self.next_eye()
        print('? ' + left.draw() + self.nose_and_mouth + right.draw() + '?')
```

```

class SleepyBear(Bear):
    """A bear with closed eyes.

    >>> SleepyBear().print()
    ? -o-?
    """
    """
    *** YOUR CODE HERE ***
    """

class WinkingBear(Bear):
    """A bear whose left eye is different from its right eye.

    >>> WinkingBear().print()
    ? -o0?
    """
    def __init__(self):
        """
        *** YOUR CODE HERE ***
        """

    def next_eye(self):
        """
        *** YOUR CODE HERE ***
        """

```

```

121 class SleepyBear(Bear):
122     """A bear with closed eyes.
123     >>> SleepyBear().print()
124     ?-o-?
125     """
126     """
127     *** YOUR CODE HERE ***
128     def next_eye(self):
129         return Eye(True)
130
131 class WinkingBear(Bear):
132     """A bear whose left eye is different from its right eye.
133     >>> WinkingBear().print()
134     ?-o0?
135     """
136     def __init__(self):
137         """
138         *** YOUR CODE HERE ***
139         super().__init__()
140         self.left = True
141
142     def next_eye(self):
143         """
144         *** YOUR CODE HERE ***
145         if self.left:
146             self.left = False
147             return Eye(True)
148             return Eye(False)
149
150 SleepyBear().print()
151 WinkingBear().print()

```

输出 调试控制台 终端 窗口

PS C:\Users\19467\Desktop\TEST> & D:/Miniconda3/python.exe c:/Users/19467/Desktop/TEST/test.py
? -o-?
? -o0?

Document the Occasion

Let your TA know you're done so that you can each get a **departure** number, and fill out the [attendance form](#) again (this time selecting *departure* instead of *arrival*). If your TA isn't in the room, go find them next door.