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Object-Oriented Programming

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Random Story Assignment

Now that we're more familiar with this type of programming problem, we are now going to have you do a programming assignment that utilizes the concepts we've just introduced. This programming task is a bit larger than what you have been previously working with, so we are allocating a lot of time to it today (there is not much new content and only one assignment). We want you to have time to not only get the program working, but also to think about breaking it down into smaller tasks as you develop it. In the README we will give you some advice on how to incrementally add features to your program as you go, building from a very small set of features (that works towards the goal but doesn't really do what is needed) up to the final working program. We hope that guiding you through this incremental feature addition will help you not only work through this assignment, but also serve as a good example for your future software development endeavors.

As you head into this assignment, we want to note that what we have discussed here just "scratches the surface" of how to design and write large programs. The entire field of Software Engineering is devoted to "how to make good code," especially with a focus on designing, building, and testing large pieces of code. Drew teaches Software Engineering (ECE651) in spring semesters, and loves to talk about any of the topics in that course—so please feel encouraged to ask Drew any other software engineering questions during Office Hours!

Random Story: Planning

2.5.1 Random Story - Planning

Share

Once upon a time there was a `_animal`. The `_0` lived in a very scary `_place`. One day, the `_0` left his `_2` and went in search of a `_food`.

animal: cat, dog, chicken
place: castle, cave
food: pizza, cupcake, pineapple, gyro

Once upon a time there was a cat. The cat lived in a very scary cave. One day, the cat left his cave and went in search of a gyro.

Day 10, Part 1

Now it is time to do **21_rand_story_1** on the Mastery Learning Platform. Login to the course server, go to assignment **21_rand_story_1** in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.

Random Story: From Parsing to Blank Types

2.5.2 Random Story - From Parsing to Blank Types

Share

Code for Step 1

```
def randomStory(storyFile):  
    with open(storyFile) as sf:  
        template = sf.read()  
        pass  
    segs = template.split('.')  
    story = segs.pop(0)  
    for line in segs:  
        story += replaceBlank(  
            pass  
        )  
    return story
```

Day 10, Part 2

Now it is time to do **22_rand_story_2** on the Mastery Learning Platform. Login to the course server, go to assignment **22_rand_story_2** in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.

Random Story: From Blank Types to Categories

2.5.3 Random Story - From Blank Types to Categories

Share

Creating map of categories to replacement words
Choosing random words for blanks

High-level tasks:

- Build dictionary mapping category to a file
- Abstract out reading from the file lines
- For word blank,
 - Lookup blank as key in dictionary, and
 - Select random replacement word

Day 10, Part 3

Now it is time to do **23_rand_story_3** on the Mastery Learning Platform. Login to the course server, go to assignment **23_rand_story_3** in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.

Random Story: From Categories to Backreferences

2.5.4 Random Story - From Categories to Backreferences

Share

Keeping track of used words and referring back to them

Day 10, Part 4

Now it is time to do **24_rand_story_4** on the Mastery Learning Platform. Login to the course server, go to assignment **24_rand_story_4** in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.