

Assignment 4: Classes and Objects

Handout: Oct 2, 2019 on D2L

Submit by: Oct 9, 2019 12am (midnight, Tue to Wed) upload to D2L dropbox

Points: 5

Supporting material:

- Music.py
- Histogram.py
- A04_analyze_book1.py
- feynman.txt
- words.txt

1. Music Room (2.5pt)

A MusicRoom object holds a list of Instrument objects. Instruments are specialized in child classes inheriting the Instrument parent class. Instruments can play a song which sounds different if the instrument is not tuned. Different instruments de-tune differently. The following instruments are available:

1. Guitar, de-tunes after every song.
2. Bass, de-tunes after playing 2 songs.
3. Drums, always stay in tune.

MusicRoom allows to tune all instruments not currently tuned.

In `Music.py` you find skeleton code. Complete this code according to the documentation. Code sections needing implementation are marked with `# TODO:`

Human readable representation of an instrument should be:

```
"a {} {} {}".format(self.year, self.brand, self.kind)
```

Playing an instrument should return a string:

```
"{} plays: {}".format(self.kind, song)
```

if instrument is tuned and use `song.swapcase()` otherwise.

Running `python Music.py` should produce the following output:

```
Bass plays: Metallica - Nothing Else Matters
Guitar plays: Metallica - Nothing Else Matters
```

```
Drums plays: Metallica - Nothing Else Matters

Bass plays: Metallica - Nothing Else Matters
Guitar plays: mETALLICA - nOTHING eLSE mATTERS
Drums plays: Metallica - Nothing Else Matters
```

```
Bass plays: mETALLICA - nOTHING eLSE mATTERS
Guitar plays: mETALLICA - nOTHING eLSE mATTERS
Drums plays: Metallica - Nothing Else Matters
```

```
    Tuning a 2001 Ibanez Bass
    Tuning a 1998 Fender Guitar
Done tuning
```

```
Bass plays: Metallica - Nothing Else Matters
Guitar plays: Metallica - Nothing Else Matters
Drums plays: Metallica - Nothing Else Matters
```

2. Analyze Book with Histogram Class (2.5pt)

The goal of this exercise is to re-factor `analyze_book1` we saw in Assignment03 by creating a class called `Histogram` that can count elements from a list. This class extends Python `dict`.

In `Histogram.py` and `A04_analyze_book1.py` you find skeleton code. Complete this code according to the documentation. Code sections needing implementation are marked with `# TODO: .` Use http://thinkpython2.com/code/analyze_book1.py as a reference and help.

Running `python Histogram.py` should produce the following output:

```
*** Test Initialize with count()
PASS
*** Test int hist most_common all
PASS
*** Test char hist most_common n=3
PASS
*** Test word hist most_common n=5
PASS
```

Running `python A04_analyze_book1.py` with `feynman.txt` and `word.txt` should produce the following output:

```
Total number of words: 1078
Number of different words: 379
The most common words are:
67     the
```

```
44    of
36    to
35    is
25    we
22    and
22    a
21    that
21    in
17    it
13    but
12    so
11    you
11    laws
11    be
11    are
10    first
9     this
9     law
9     all
```

The **words in the book that** aren't in the **word list** are:
a euclidean relativity

Here are **some** random **words from the** book
there another **every** example appreciable are **then** grasp easier piece kind
two **from of and** things spinning **of** this **at the** it knowledge we let you
the first big **as** training has three **of at** page hints entire outline
first are law **or** be you **constant** possible significant **to** labor more a let
knowledge more all physics **is the** light ideas **for** years **and of** basic
science **of and** so arises now so **in** background mass was fact **in** our
velocity we **is the** knowledge **to** conceptual **is** how so fun an known
therefore there truth **it** concentrate how again

Note that the random words will likely be different.

What to hand in

Upload three python files to D2L dropbox with solutions to above exercises:

1. Music.py
2. A04_analyze_book1.py
3. Histogram.py