## CS 1110, LAB 5: OBJECTS AND CONDITIONALS

http://www.cs.cornell.edu/courses/cs1110/2017fa/labs/lab5/

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You have now had an extensive assignment that made you an expert of string slicing. However, none of the functions in that assignment required conditionals. This lab builds upon those skills, and gives you experience writing more complex functions involving conditionals.

This lab also have some questions reguarding objects. You are going to get a lot more experience with them on Assignment 3. To prepare you for that assignment, we want you to write some functions for a new class that you have never seen before.

The coding exercises in this lab are prime exam questions. In fact, both the Pig Latin question and the Time object question come from Prelim 1 in a previous semester of CS 1110.

#### 1. Lab Files

For today's lab you will need two files.

- lab05.py (a module with functions to implement)
- ctime.py (a module with the <tt>Time</tt> class)

Once again you should create a *new* directory on your hard drive and download all of the files into that directory. Alternatively, you can get all of the files bundled in a single ZIP file called lab05.zip from the Labs section of the course web page.

Getting Credit for the Lab. Once again, you have a choice between getting credit through the online system or your instructor. The online lab is available at the web page

http://www.cs.cornell.edu/courses/cs1110/2017fa/labs/lab5/

If you use this worksheet, your answer will include both a sheet of paper (or the sheet provided to you in lab) and the file lab05.py. When you are finished you should show both to your lab instructor, who will record that you did it.

As with all previous labs, if you do not finish during the lab, you have until the **beginning of lab next week to finish it**. Over the next week, you may either (1) complete the lab online, (2) show your lab to a consultant during consulting hours, or (3) show your lab to an instructor at the beginning of the next lab session.

### 2. Pig Latin

Pig Latin is childish encoding of English that adheres to the following rules:

1. The vowels are 'a', 'e', 'i', 'o', 'u', as well as any 'y' that is *not* the first letter of a word. All other letters are consonants.

For example, 'yearly' has three vowels ('e', 'a', and the last 'y') and three consonants (the first 'y', 'r', and 'l').

- 2. If the English word begins with a vowel, append 'hay' to the end of the word to get the Pig Latin equivalent. For example, 'ask' becomes 'askhay, 'use' becomes 'usehay'.
- 3. If the English word starts with 'q', assume it is followed by 'u'; move 'qu' to the end of the word, and append 'ay'. Hence 'quiet' becomes 'ietquay', 'quay' becomes 'ayquay'.
- 4. If the English word begins with a consonant, move all the consonants up to the first vowel (if any) to the end and add 'ay'. For example, 'tomato' becomes 'omatotay', 'school' becomes 'oolschay', 'you' becomes 'ouyay', and 'ssssh' becomes 'sssshay'.

Your goal is to write a function pigify that take a single English word (e.g. a string with only letters and no spaces), and converts it into Pig Latin.

To aid with our Pig Latin conversion, we have provided a helper function first\_vowel(w):

```
def first_vowel(w):
    """
    Returns: position of the first vowel; -1 if no vowels.

Parameter w: the word to check
    Precondition: w is a nonempty string with only lowercase letters
```

We hope that this helper function is correct. To verify this, write down at least 8 key test cases. We do not want you to write a test script or try to fix any bugs.

Input	Expected Output

### 3. The Function pigify

The function pigify(w) has a short-and-simple specification:

```
def pigify(w):
    """
    Returns: copy of w converted to Pig Latin
    See the lab instructions for the complete rules on Pig Latin.
    Parameter w: the word to change to Pig Latin
    Precondition: w is a nonempty string with only lowercase letters
```

This specification assumes that you have read the definition of Pig Latin on the previous page. **Implement this function** in lab05.py.

When you are done, you will want to test your answer. Instead of creating a unit test, we only want you to write down a list of test cases to verify that your implementation is correct. Provide at least four tests.

Input	Expected Output

# 4. The Time Class

The objects of class Time have exactly two attributes, minutes and hours. Both of these attributes are integers. However, there is an important restriction on minutes: it must be between 0 and 59. If you go over 59 minutes, you are supposed to increase the hours attribute instead.

Open up the Python interactive shell and type in the following two statements:

```
>>> from ctime import Time
>>> t = Time(2,30)
```

The from syntax is an alternate way to import a module. It allows you to avoid writing the module name in front of everything.

You should fill out the tables below, just as you did in the second lab on assignment statements. In the first table you are to determine the value of the expression or a command. If it is a command, you should just write either none or error (if the command causes an error). In the second table, you should guess the variable or literal that makes the second column true.

Fill in the tables as directed.

Expression	Calculated
t.minutes	
t.hours	
t.days	
s = t	
s.minutes	
t.minutes = 20	
s.minutes	
s.minutes = 60	

Expression	Calculated	Missing
$x = Time(2, \square)$	x.minutes == 35	
y = Time( ,10)	y.hours == 5	
y. = 25	y.hours == 5	
z =	id(z) == id(x)	
z.minutes =	x.minutes == 15	
z =	id(z) == id(y)	
z.hours =	y.hours == 3	
w = str( )	w == '2:15'	

### 5. THE FUNCTION ADD\_TIME(TIME1, TIME2)

At the end of the file lab05.py, you will see a stub for a function called add\_time. Note that this function creates a new Time object, so this function will need to call the constructor for Time.

Implement the function specified below in lab05.py. Because this function creates a new Time object, it will need to call the constructor for Time.

```
def add_time(time1, time2):
```

.....

Returns: The sum of time1 and time2 as a new Time object

Example: Sum of 1hr 59min and 1hr 2min is 3hr 1min DO NOT ALTER time1 or time2, even though they are mutable

Parameter time1: the starting time Precondition: time1 is a Time object

Parameter time2: the time to add Precondition: time2 is a Time object

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This time we do not need you to provide any test cases. However, it might be a good idea to test the function before attempting to get credit for it.