

TP4 Python: Iteration & working with strings

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Github: <https://github.com/bingzhilee/python4linguists>

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1 String, list and dictionary

1. Determine manually the value of the following expressions given the variable *s* of type *string*.

<code>s = "Hello world !"</code>	value
<code>len(s)</code>	
<code>s[0]</code>	
<code>s[-1]</code>	
<code>s[:2]</code>	
<code>s[3:]</code>	
<code>s.count("o")</code>	
<code>"or" in s</code>	
<code>s.split()</code>	
<code>s.split()[0].upper()</code>	
<code>s.find('o')</code>	
<code>s.replace('world', 'Alice')</code>	
<code>s.startswith('h')</code>	

2. Determine the value of the following expressions given the variable *l* of type *list*.¹

<code>l = ['Alice', 'Max', 'Sally']</code>	value
<code>len(l)</code>	
<code>l[0]</code>	
<code>l[-1]</code>	
<code>l[:2]</code>	
<code>l.count("Max")</code>	
<code>"Lucy" in l</code>	
<code>l.append("Lucy")</code>	<code>l=</code>
<code>l.insert(1,"X")</code>	<code>l=</code>
<code>sorted(l)</code>	

¹For unseen methods/functions, consult the official documentation for Python <https://docs.python.org/3/tutorial/datastructures.html>.

3. Determine the value of the following expressions given the variable *d* of type *dict*.

<code>d = {"Marie":21,"Vincent":29,"Pascal":22}</code>	value
<code>len(d)</code>	
<code>d["Pascal"]</code>	
<code>d.keys()</code>	
<code>d.values()</code>	
<code>"Lucy" in d</code>	
<code>d["Pascal"]+=10</code>	<code>d["Pascal"]=</code>

2 Assignment

This assignment is due on **Friday, October 15, 2021** and counts for **20%** of the final grade. The submission can be a *.py file or a notebook file *.ipynb (send it to my email). If you use [Colab](#), you can share your file with me by adding bingzhi2013@gmail as a collaborator.

1. (1) Comment each statement of the `while` loop

```
vowels = 'aeiou'
word = 'Seattle'
counter = 0
cursor = 0
while cursor < len(word): #
    if word[cursor] in vowels: #
        cursor += 1 #
        continue #
    cursor += 1 #
    counter += 1 #
print('The word has',counter,'consonant letters')
```

2. (1) Display all integers from 0 to 10 with a `while` loop

3. (3) Ask users to enter a word and then use a `for` loop to test:

- if the word contains the letter 'a', if true, count and print the number of 'a' in the word
- if the word contains the letter 'a' or 'e'
- if the word contains the letter 'a' and 'e'

4. (3) Ask users to enter a French first group verb, write a program to check if the verb is valid (i.e. ending with 'er'), then conjugate the verb in indicative present tense. For example, given the verb 'parler', expected output is:

```
je parle
tu parles
il parle
nous parlons
vous parlez
ils parlent
```

5. (6) Ask users to enter a sentence, write a program that:

- checks if the sentence contains at least 10 words, if not true, ask users for input until they provide a sentence of length at least 10
- prints the most frequent letter and its occurrence
- prints the most frequent word and its occurrence
- (we don't distinguish uppercase and lowercase letters here, so 'D' and 'd' count for 2 occurrences for 'd')

Expected output:

Please enter a sentence: Hello, world!

You have entered only 2 words, please enter a new one with at least 10 words:

Does your Python bite? No, but it can hurt you, Python, by Indentation Error!

The most frequent letter: 'o' occurs 7 times

The most frequent word: 'python' occurs 2 times

6. (6) In this last exercise we try to create a small program that implements a game. The goal of the game is simple: the computer draws a random number and ask the user to make a guess.

- if the guess is lower than the randomly generated integer, the program print 'Too low! Try again'
- if the guess is higher than the target number, the program print 'Too high! Try again'
- if the guess is equal to the target number, the program will ask the user if he/she wants to play again
- set a maximum number of attempts allowed, once reached, the game is over.

To draw a random number, we will use the `random` module of python. You have to first import it by writing `import random` at the beginning of your code :

```
import random
target_nb = random.randint(0,100) # draw an integer between 0 and 100
```

Tip: use a `while` loop to manage the maximum number of attempts. Now it's your turn to play!

Expected output:

Hi! I'm thinking of a random number between 1 and 100.

You'll have 7 tries to guess the number!

--- Attempt 1

Guess what number I am thinking of: 50

Too high.

--- Attempt 2

Guess what number I am thinking of: 25

Too high.

--- Attempt 4

Guess what number I am thinking of: 9

Too low.

--- Attempt 5

Guess what number I am thinking of: 14

Too high.

--- Attempt 6
Guess what number I am thinking of: 12
Too high.
--- Attempt 7
Guess what number I am thinking of: 10
Too low.
Aw, you ran out of tries. The number was 11.