122COM: Hangman

Coventry University

Overview

Aims

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Step by step development of a simple hangman game.

Demonstrating the design strategies that we want to see in you as programmers.

- Functional decomposition.
- Aggregation.
- Encapsulation.
- Information hiding.
- Documentation.
- Testing.

Hangman rules

What are the rules?

- Player 1 picks a word.
- Player 2 quesses individual letters.
- Player 1 tells player 2 if the guesses are correct.
  - and position of correct letters in the word.
- Player 2 has limited number of guesses.
  - 6 guesses if playing the version where you draw the hangman.
- If guesses letter not in word then number of remaining guesses decreases by 1.
- If player 2 correctly quesses the word before the attempts run out then player 2 wins.
- If player 2 fails to correctly quess the word then player 1 wins.

Demo.

Play on whiteboard.

Variables

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2. What letters have been guessed.
3. How many guesses you get.

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- Which letters guessed correctly.
  - Letters guessed and letters in the word
- Which letters guessed incorrectly.
  - Letters guessed not in the word
- How many guesses remaining.
  - How many guesses you get - incorrect guesses

- Has player 1 won?
  - Guesses remaining == 0
- Has player 2 won?
  - Letters in word - letters guessed == 0
- Is the game over?
  - If player 1 or player 2 has won

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   - Few options here; `str`, `list` or `set`.
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1. What is the word.
   - `str`
2. What letters have been guessed
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3. How many guesses you get
   - `int`

What are we going to call our variables.

- Meaningful names.
- Style conventions.

Variable names

Examples of acceptable variable names. Other options obviously exist.

	Single word	Camelcase	PEP8
Guesses you get	word	guessWord	word_to_guess
Letters guessed	guesses	lettersGuessed	guesses_made
Guesses you get	chances	numOfGuesses	num_of_attempts

UNacceptable variable names.

	Single letters	Random formatting	Inaccurate
Guesses you get	w	guessWord	what
Letters guessed	g	LETTERSGUESSED	wordToGuess
Guesses you get	m	num_Of_Guesses	letters

Style guidelines

Variable need to be consistently named, follow style conventions.

- Tools like `pylint` or `pylint3`.
  - Will show where you code breaks the PEP8 conventions.
  - PEP8 variables are named `with_underscores`.
  - All lowercase, underscores for spaces.
- Don’t have to follow PEP8, other conventions exist.
  - I do lots of C++ programming, naming convention is `inCamelCase`.
  - First word all lowercase, spaces removed, following words have first letter capitalised.
- Having a convention and following it more important than which convention.
  - Too difficult to keep switching between PEP8 and C++ conventions.

Minimalism is good

Why minimise the number of variables?

Imagine the code needed to take a turn.

With a minimal number of variables.

```
def guess(letter):
    # sensible approach
    lettersGuessed.add(letter)
```

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Imagine the code needed to take a turn.

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```
def guess(letter):
    # sensible approach
    lettersGuessed.add(letter)
```

With a separate variable for everything.

```
def guess(letter):
    # insane approach
    lettersGuessed.add(letter)
    numberofGuesses += 1
    attemptsRemaining -= 1

    if letter in word:
        correctGuesses += 1
    else:
        wrongGuesses -= 1

    if attemptsRemaining == 0:
        player1Won = True
```

- Generally better to store as few values as possible.
  - Derive additional information on the fly.
- Much easier to keep all the information consistent.

Demo.

Step through a game setting variable values.

True, calculating values on the fly can be more computationally expensive that simply caching them.

- Only if you end up using ALL those cached values MULTIPLE times.
- Much harder to debug.
- Much harder to write.
  - Have to remember to update all the values every time.
- Who cares if it takes longer?
  - This isn't performance critical code.

Aggregation

Aggregation

All of these (3) variables are very closely related.

- All for the hangman game.
- All working together.

Should really aggregate them.

Why aggregate?

Why are we aggregate?

- One of the key features of Object Oriented Programming (OOP).
- Imagine we have multiple games going at once.
- Everything stored in one place, together.
- Helps us write generic code.

```
lettersGuessed1 = []
word1 = ""
attempts1 = 6

lettersGuess2 = []
word2 = ""
attempt2 = 6
```

```
class Hangman:
    def __init__(self):
        self.lettersGuessed = []
        self.word = ""
        self.attempts = 6

game1 = Hangman()
game2 = Hangman()
```

Can anyone spot the mistake in the first piece of code?

Can anyone spot the mistake in the first piece of code?

- The 2nd `game_won()` call is using `attempt1` not `attempt2`.
- Aggregation means fewer bugs.

```
def game_won(word, lettersGuessed, attempts):
  if set(word) in lettersGuessed:
    return "Player 2"
  if len(lettersGuessed) >= attempts:
    return "Player 1"

  return None

game_won( word1, lettersGuessed1, attempt1 )
game_won( word2, lettersGuessed2, attempt1 )
```

```
def game_won(game):
  if set(game.word) in game.lettersGuessed:
    return "Player 2"
  if len(game.lettersGuessed) >= game.attempts:
    return "Player 1"

  return None

game_won( game1 )
game_won( game2 )
```

Functional decomposition

Functional decomposition

On the previous slides we had the game won code in a separate function.

Breaking up the separate parts of a program is called functional decomposition. A **VITAL** programming skill.

- Reusable code.
  - Less code.
  - = fewer bugs.
- Maintainable code.
- Testable code.
  - = fewer bugs
- Collaborative code.

What actions can be performed in a game of hangman?

- Guess a letter.
  - Needs to know the letter.
- New game.
  - Needs to know the new word.

What information can you get from a game of hangman?

- Is the game over?
- Is the game won?
- What letters have you already guessed?
- How long is the word?
- Guesses remaining.

Each of these actions can be written as a separate function.

- Each is separate so each can be tested separately.
  - Easy testing.
- Each is separate so each can be written separately.
  - Easy collaboration.
- Reuse.
  - If need to do same thing multiple times.
- Single responsibility principle.
  - Program logic is much clearer.

```
game = Hangman()

while len([ i for i in game.lettersGuessed if i not in game.word ]) >= game.attempts:
  print( "".join([ "_" if i not in game.lettersGuessed else i for i in game.word ]) )

  letter = input('Enter guess: ')

  if letter not in game.lettersGuessed:
    game.lettersGuessed.append( letter )

print( "".join([ "_" if i not in game.lettersGuessed else i for i in game.word ]) )

winner = 2 if [i for i in self.word not in game.lettersGuessed] == [] else 1
print( "Player {} won!".format( winner ) )
```

Before.

```
game = Hangman()

while not game_over( game ):
    display( game )

    letter = input('Enter guess: ')
    guess( game, letter )

display( game )

winner = who_won( game )
print( "Player {} won!".format( winner ) )
```

After.

Encapsulation

Functions

Have aggregated the variables.
Have a series of functions to interact with the variables.
Functions only deal with these game variables. Why are the variables and the functions that deal with them separate?

- Encapsulate the functions.
  - Member functions.
  - Neater code, the variable and the functions that deal with them together.
- Variables in classes are attributes of that class.
  - Private attributes cannot be accessed by code outside the class.
  - Functions outside the class can't read/write them.
  - Functions inside the class can read/write them.
- Private attributes are protected.
  - Can only interact with them in approved ways.

Information hiding

```
class Hangman:
  def __init__( self ):
    self.lettersGuessed = []

def guess( game, letter ):
  game.lettersGuessed.append(letter)

game1 = Hangman()
guess( game1, 'Z' )
```

Before.

```
class Hangman:
  def __init__( self ):
    self.__lettersGuessed = []

  def guess( self, letter ):
    self.__lettersGuessed.append( letter )

game1 = Hangman()
game1.guess( 'Z' )
```

After.

Information hiding

Force attribute interactions through approved functions.

- Can be sure everything is done the correct way.

```
game1 = Hangman()

# works
guess( game1, 'Z' )

# but so does this
game1.lettersGuessed.append( "a fish" )
```

Before.

```
game1 = Hangman()

# only way to make a guess
game1.guess( 'Z' )

# won't work
game1.lettersGuessed.append( "a fish" )
game1.__lettersGuessed.append( 42 )
```

After.

Reuse

Encapsulating everything and forcing all interactions through member functions means easily reused class.

Get user input code changes but game code remains the same.

- Command line version

```
letter = input("Enter your guess")
game1.guess(letter)
```

- GUI version

```
for letter in string.ascii_uppercase:
    button = tk.Button(root, text=letter, \
                        lambda: game1.guess(letter))
    button.pack()
```

- Network server version

```
msg = connection.recv(1024)
header, value = msg.split(" ")
if header == "guess":
    game1.guess(value)
```

Testing

Robustness

Code works now but only just.

- Invalid inputs.
  - Parameter and value validation.
- Exception raising.
- Exception handling.

Break it!

What inputs could we give to this function that would cause problems?

```
lettersGuessed = []

def guess(letter):
  lettersGuessed.append(letter)
```

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def guess(letter):
  lettersGuessed.append(letter)
```

- More than one letter.
  - `"abc"`
- Not a letter.
  - `42`, `[42,69]`
- Combinations of upper and lowercase letters.
  - Are `'A'` and `'a'` different guesses?
- Letters that have already been guessed.
  - `'A'`, `'A'` and `'A'`.

Demo.

Give your code to another person and have them try and break it.

Quality Assurance (QA) testing.

Fix it!

```
lettersGuessed = []

def guess(letter):
  lettersGuessed.append(letter)
```

Before.

```
lettersGuessed = set()

def guess(letter):
  if not isinstance(letter, str):
    raise TypeError("Not a string")
  elif len(letter) != 1:
    raise ValueError("Not a single letter")
  elif letter not in string.ascii_letters:
    raise ValueError("Not a letter")

  letter = letter.upper()
  lettersGuessed.add(letter)
```

After.

Could run all the tests manually.

- Verification tests.
  - Have I fixed the problem?
- Regression tests.
  - Have I caused any new problems?
  - On average every 3 bugs fixed == 1 new bug.

Manually running tests takes ages.

- Automated testing.
  - Write code to test your code.

Could store them in separate file. Could store them in same file.

```
if __name__ == "__main__":
    # tests go here
```

```
if __name__ == "__main__":
    # test new game
    game = Hangman()
    assert game.chances() == 7, /
        "New game but wrong number of guesses remaining"

    # test guess code
    game = Hangman()    # fresh instance for each test

    before = game.remaining_chances()
    game.guess("A")
    after = game.remaining_chances()

    assert after == before -1, /
        "Guessed a letter but remaining_chances did not decrease"
```

The End