

1. In this project we compared the sentiment and subjectivity of different translations of the same text. This is interesting as it will be cool to see how the same original text gets altered by different people translating it. Our approach was to use pattern on our strings of translated novels, specifically the Iliad and the Odyssey by Homer and translated by Alexander Pope and Samuel Butler.

2. Our code creates a dictionary with a key of each text and the translations as values. It then runs through each key and value using two for loops, running pattern's sentiment and subjectivity analysis. The data is then put into a txt file for easier viewing. The only library imported was pattern. However, the script "functions" was imported, which held all of the functions called in the "test" script. The data structures used in our program are dictionaries and strings. The code uses a dictionary to organize the different translations of each text and store the final subjectivity and sentiment values. Strings were the items being operated on and were stored as values in the first dictionary that organized the texts.

3.

CowperOdyssey	Positivity	0.1390645382
ButlerOdyssey	Positivity	0.1344253626
PopeOdyssey	Positivity	0.125

CowperOdyssey	Subjectivity	0.5328743886
ButlerOdyssey	Subjectivity	0.5017831694
PopeOdyssey	Subjectivity	0.1666666667

BuckleyIliad	Positivity	0.1239949839
PopeIliad	Positivity	0.1106762798
ButlerIliad	Positivity	0.1340105468

BuckleyIliad	Subjectivity	0.5235260378
PopeIliad	Subjectivity	0.5236711652
ButlerIliad	Subjectivity	0.5288351494

Pope's version of both books is the most different than the others, we believe this is because he is from a different century than the others. This analysis shows that in terms of sentiment most translations are very similar, but occasionally one aspect of them is very different. We can see this with the subjectivity of Pope's version of the Odyssey. We feel the Iliad is more structured and there is less room for interpretation than the Odyssey, as evidenced by closer scores in sentiment.

4. So for our project, we should have probably decided what we were going to do earlier than we did and communicate this better, as both of us worked on different ideas before we got together. We feel that our results are cool and can be generalized to more texts, but our code looks a little short, though that could just be our familiarity with the previous assignments where the code was much longer. We tested small input strings to check our code, but did not make any unit test functions that formally did this.