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# Python 3: The Python Environment Lesson 3, Project 1

Handed in: 3 Jun 2015 03:38:49PM Graded: 4 Jun 2015 10:33:44PM

**Here are your instructions:**

Create a **Python3\_Homework03** project and assign it to your **Python3\_Homework** working set. In the **Python3\_Homework03/src** folder, create a file named **decoder.py**, which contains an iterator named **alphabator**. When passed a list, simply return objects as-is unless they are integers between 1 and 26, in which case it should convert that number to the corresponding letter. The integer-to-letter correspondence is 1=A, 2=B, 3=C, 4=D, and so on.

You may use any technique you've learned in lesson 3 to execute this project.

Your alphabator iterator must pass the following unit test.

test\_decoder.py:

from string import ascii\_uppercase

import unittest

from decoder import alphabator

class TestAlpha(unittest.TestCase):

def test\_easy\_26(self):

a = alphabator(range(1,27))

self.assertEqual(list(ascii\_uppercase), list(a))

def test\_upper\_range(self):

a = alphabator(range(40,50))

self.assertEqual(list(range(40, 50)), list(a))

def test\_various\_objects(self):

l = ['python', object, ascii\_uppercase, 10, alphabator]

a = list(alphabator(l))

self.assertNotEqual(l[3], a[3])

self.assertEqual("J", a[3])

self.assertTrue(isinstance(a[1], object))

if \_\_name\_\_ == "\_\_main\_\_":

unittest.main()

Submit **decoder.py** and **test\_decoder.py** when they are working to your satisfaction.

##### Your Comment:

*no comment given*

##### Items Handed In

* [Open Project Handed In](https://students.oreillyschool.com/student/project/?/.handin/147-6586-1/com.ost.jwoloson.147.6586.1.Python3_Homework03.zip)

### Overall Comments:

Excellent.

-Kirby

### Grade:

Great

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