

## IT – Workshop 3: Software Technologies

*Dr. Vikram Pudi*

1

IT Workshop 3  
Vikram, IIT

## Motivation

- Creating user-friendly softwares
  - Using GUI
  - Web-programming
  - Databases
  - Network programming

2

IT Workshop 3  
Vikram, IIT

## Tentative Grading Policy

- 10% - weekly lab assignments
- 2x20% - mid exams
- no final exam
- 50% - project

See course website

3

IT Workshop 3  
Vikram, IIT

## Academic Honesty

- No copying
- No help taken / given
- Contact instructor when in doubt
- Appropriate disciplinary action

4

IT Workshop 3  
Vikram, IIT

## Approach

- Many technologies to cover
  - One technology every week or every 2 weeks
  - Many are based on python
- This is a *practicals* course
  - In class, an *overview* of the technologies will be covered with some examples
  - Lots of useful *links* to online reading material will be provided
  - You are expected to do most of the work
    - Because *doing is learning*.

5

IT Workshop 3  
Vikram, IIT

## About the Project

- Real-life projects given by any faculty
  - Your client evaluates you regularly and this is used to determine your final grade
  - Projects will require teams of 2 or 4 people
- Carries 50% weight
- Division of teams will be announced soon

6

IT Workshop 3  
Vikram, IIT

## Time-table

- Aug 2: Projects begin
- Aug 9: DB design deadline
- Aug 23: Screenshots deadline
- Sep 6: Implement screenshots deadline
- Sep 20: Connect to DB deadline
- Oct 4: Working prototype deadline
- Oct 11: Refined version deadline
- Oct 18: Report deadline

7

IT Workshop 3  
Vikram, IIT

## Python Review

8

IT Workshop 3  
Vikram, IIT

## Topics

- **Data types:** numbers, strings, lists, dictionaries, tuples, files
- **Control:** if, while, for, functions, generators
- **Modules:** sys, os, shelve, math, re
- **Advanced:** Functional & OO programming

9

IT Workshop 3  
Vikram, IIT

## Problem 1

### Argument passing mechanism in python?

Names are passed using call by value, values are passed using call by reference.

```
def func(s):  
    s = [4, 5, 6]  
s = [1, 2, 3]  
func(s)  
print s  
o/p: [1, 2, 3]
```

```
def func(s):  
    s[0] = 4  
s = [1, 2, 3]  
func(s)  
print s  
o/p: [4, 2, 3]
```

10

IT Workshop 3  
Vikram, IIT

## Problem 2

```
def union(x, y):  
    z = []  
    for i in x:  
        if i not in z:  
            z.append(i)  
    for i in y:  
        if i not in z:  
            z.append(i)  
    return z  
  
print union("abcd", ('e', 'f', 'g', 'h'))  
  
#00-Feature: polymorphism
```

11

IT Workshop 3  
Vikram, IIT

## Problem 3

Consider an  $n \times n$  chess board where each row has two pawns at locations specified by a list of tuples named positions. Each tuple in positions is of length 2, specifying the two positions in each row where the two pawns are located.

```
def prettyprint(positions):  
    for i in positions:  
        print '.' * i[0] + 'X' + '.' *  
            (i[1]-i[0]-1) + 'X' + '.' * (n-i[1]+1)
```

12

IT Workshop 3  
Vikram, IIT

## Problem 4

Consider a binary tree.

(a) Define a node class in python to encapsulate a node in a binary tree. Each node has 3 fields: data, leftchild and rightchild. Write a suitable constructor to supply the data and create dummy left and right children initialized to 0.

```
class Node:
    def __init__(self, data):
        self.data = data
        self.leftchild = 0
        self.rightchild = 0
```

13

IT Workshop 3  
Vikram, IIT

## Problem 4 (contd)

(b) Define a method for the Node class named makeLeft that creates the left child node containing a data field initialized to 0. The method should return the new node created.

```
def makeLeft(self):
    self.leftchild = Node(0)
    return self.leftchild
```

14

IT Workshop 3  
Vikram, IIT

## Problem 4 (contd)

(c) Define a method named show for the Node class that prints the data field of a node and of all its children in an in-order fashion.

```
def show(self):
    if self.leftchild:
        self.leftchild.show()
    print self.data
    if self.rightchild:
        self.rightchild.show()
```

15

IT Workshop 3  
Vikram, IIT

## Lab Assignment for Week 1

- Implement a **binary search tree** data structure in python.
- Write methods to **insert** nodes, **delete** nodes. Also write methods for in-order and pre-order traversals. Use generators for the traversals. Finally write a method to **search** for a given element in the search tree.
- The main program should take 2 lists of numbers as input. The first list is used to populate the tree. The second list of numbers should be searched for in the tree.
- The output is 3 lists. The first list contains zeros and ones depending on the search results. The second list contains the in-order traversal of the tree and the third list contains the pre-order traversal.

16

IT Workshop 3  
Vikram, IIT

## Example input and output

i/p: [2,5,4,9,11] [4,2,1]

o/p: [1,1,0] [inorder-traversal sequence]  
[preorder-traversal sequence]

Follow this format as your assignment will be **evaluated automatically**.

17

IT Workshop 3  
Vikram, IIT

## Assignment 2 (Due: 1<sup>st</sup> Lab class)

- Write a program that goes to all the faculty home pages linked from:  
<http://www.iit.ac.in/faculty/faculty.php>
- Create a shelf that has the faculty name as key and value is a tuple containing: (Areas of interest, email address, phone number)

18

IT Workshop 3  
Vikram, IIT