Programming day 1 excersicesr

Formal

2.1.1 Truth tables

Α	В	C	!A	or !B or C
T	Т	Т	T	
T	F	T	T	
F	Т	T	T	
F	F	Т	T	
Т	Т	F	F	
Т	F	F	T	
F	Т	F	T	
F	F	F	Т	
Α	В	С	D	!(A and !(B or !C) or D)
T	T	T	T	F
T	F	T	T	F
F	T	T	T	F
F	F	Т	Т	F
Т	Τ	F	Т	F
Т	F	F	Т	F
F	Τ	F	Т	F
F	F	F	T	F
Т	Т	Т	F	Т
T	F	T	F	F
F	Т	Т	F	Т
F	F	Т	F	Т
Т	Т	F	F	Т
Т	F	F	F	Т
F	Т	F	F	Т
Е	Е	Е	С	Т

2.1.2 Morgan's Law

- !(A and !(B or !C) or D)
 - !(A and !B and C or D)
 - Solution: !A or B or !C and !D
- !(!(!A and B) and !(C or !D))
 - !(A or !B and !C and D)
 - Solution: !A and B or C or D
- A or (C and !(B or C))
 - A or C and (!B and !C)
 - Solution: A or C and !B and !C (will always reflect the value of A)

2.1.3 Simplify expression

- A and (!A and B)
 - o Solution: false
- A and (!A or B)
 - Solution: A and B
- (A and !B) or (!A and B)
 - Solution A xor B
- (A or !B) and (!A or B)
 - Solution: A and B
- !(A and !B) or (A and !B)
 - !A or B or A and !B Solution: A and !B

2.2.1.1 Control structures conditions

```
if(customer.hasKid){
    if(customer.kid.age < 5){</pre>
        show(bunnies);
    }else if(customer.kid.age <= 10){</pre>
        show(mice)
    }else{
        // we could move the condition into the else but to clarify that we test a
different property check conditions within the sle block
        if(customer.kid.gender == f){
            show(rats)
        }else{
            show(kitten);
        }
}else if(custom.IsAlone){
    show(puppies);
}else{
    show(fish)
}
```

2.2.1.2 Control structures case matching

```
Check type of animals
/ \
fish rodent
/ \ / | \
tropical \ rat | mice
goldfish |
hamster
```

Decision tree has 2 layers, which makes just one switch statement unsuiteable. Pseudo code reflects these 2 layers

```
switch(animal family)
  case(rodents){
      switch(species){
          case(rat): feed(nuts, meat)
          case(hamster): feed(grain)
          case(mice): feed(nuts)
      }
}
case(fish){
    if(fish.isTropical == true){
      feed(dry food);
    } else if(fish.isGoldfish){
      feed(frozen food);
    }
}
```

2.2.1.3 Control structures loops

Diagram (maybe not the best decision to NOT use a drawing tool in hindsight)

```
loop{
   var item = getNextItem(); // in "real" code, i would probably do something
like "while(itemList.next != null))...."
   if(item.isParcel){
       send(item, right);
   }
   else{
       send(item, left);
   }
   if(!hasMoreItems()){
       exit loop
   }
}
```

2.2.2.1 Constants and variables

Not sure i moved, I understood how to shorten code execution. Did the following things:

- moved the first multiplication in the variable assignments (would break edge case when input is 1)
- skipped one loop round by already exiting the loop when counter is 2 (as multiplying with 1 makes no sense) -> this might by what reduces the nof steps according to task)
- reversed the counter order (decrementing instead of incrementing). Should have no influence

```
var result= input * input-1;
var counter = input-2;
loop
    result = result * counter;
    if(counter =< 2){
        exit loop;
    }
    counter = counter -1;
end loop</pre>
```

2.2.2.2 arrays

```
const input = [2, 3,4]; // random array
var result = 0;
var counter = 0;
loop
    result = result + input[counter];
    counter++;
end loop
```

2.2.2.3 map

```
const input = [];
const corners = {
    "Triangle": 3,
    "Rectangle": 4,
    "Pentagon": 5
    "Hexagon": 6
}
var counter = 0;
Loop
    var key,value = corners[counter];
    input[counter] = value; // assuming this works (some languages would throw an ex as array are defined as fixex)
    counter++;
End loop
```

Usually, it is possible to iterate over the entries in a map/dic, but quite possible the idea was to access the map values explicitly via key. Example: corners["Pentagon"]

- not sure if I understand the exercise at all
 - add the numbers INTO an array? (creating the array?...assuming it is not a fixed size array)
 - o create the sum of the nof corners passed as an array (where is the map?)?
 - o where

2.2.3.1 methods

```
// to be called like: sum([1,2,3,4,5])
method sum = (input : []) => { // method as we want a return value
    var result = 0;
    var counter = 0;
    loop
        result = result + input[counter];
        counter++;
    end loop"
    return result;
}
// combine
```

```
const array = [3, 4];
const calculatedSum = sum(array); // 7
const factorialSum = calculateFactorial(calculatedSum);

// user input
const userInput : number // assuming dataType is number (otherwise we would have to convert the user input)
const factorialSum = calculateFactorial(userInput);
```

Regular expressions

Remark: tested using PCRE2 from https://regex101.com/ (Could be that sometimes the "/" as prefix and suffix is missing as this is not required by regex101)

3.1.1 Literal matching Text: "This is nice little text" Search for "nice" using regex: /nice/

Problem: this would match false positives such as nicer or it would not match "Nice". We cannot use " " (/ nice /) cause we would not find all "nice" (for example when in brackets, end of sentence, line break etc.)

- **3.1.2 Alternatives** Regex: /if|then|else/ I didn't find any false positives (unwanted matches) with code from the formal languages chapter. However, regex would match words like "lift", "elsewhere" etc.
- **3.1.3 Word boundaries** Regex: /\bif\b|\bthen\b|\belse\b/
- **3.1.4 White space** /\sif\s/ would not find an if at the beginning of a text
- **3.1.5 Character classes** Regex for nit, wit, kit, lit: /[nwkl]it/ (or /\b[nwkl]it\b/ with word boundaries) Regex for Aloof, aloof, AlooF, alooF: /[Aa]loo[fF]/
- **3.1.6 Quantifiers** Task: "?", "+" "*" using between m and n notation

```
"?": {0,1}
```

- "+": {1,}
- "*": {0,}
- **3.1.7 Wildcard** / b[0-9] + s. + b/ -> matches: "23 pigs" or "3323 turtles"
- **3.1.8 Negation** [^0-9]* -> anything except lower case characters [^a-z]* -> anything except lower case characters

Remark: in the concept the caret is outside of the brackets. Shouldnt it be inside?

- **3.1.9 Escaping characters** true \/ false price \[EUR\]
- **3.1.10 Groups** Windows path: Starts with drive letter, followed by ":", each folder has a delimiter "/" and folder name a limited set of characters. Regex: /[cCdDcE]:(?:[\\][0-9a-zA-Z-_]+){0,}[\\]?/ (Some aspects like correct drive letters, "/" as delimiter or excact set of characters were ignored for the sake of simplicity)

Knock knock joke (starts with "knock knock", line 2: "who's there, line 3: name, line 4 contains "{name}" again.) Regex: Knock, knock!\nWho's there\?\n(.+).\n.*\1.*\n.*\1.* (Some aspects like upper/lower case or

punctuation were just assumed for simplicity) Regex with named groups: Knock, knock!\nWho's there\?
\n(?'name'.+).\n.*\g{name}.*\n.*\g{name}.*

3.1.11 Anchors and multiline

- /^ | \$/gm matches any whitspace at the beginning (deliberatyl not using "\s" as we only want whitespace)
- ^ +\$/gm matches lines only consisting of spaces

Could it be that the example in the concept (chapter 3.4.11) "\$myself^" is incorrect and never matches anything. Shouldnt it be "^myself\$"

- **3.1.2 Lookahead/Lookbehind** (?=\s) | (?<=\s) wordboundary (like "\b") -> example: /(?=\s) | (?<=\s) |
- **3.1.3 Delimiters** $/(?:[\/][0-9a-zA-Z-]+)\{0,\}[\/]?/gm$ Unix path with normal delimiter (similar to windows paths) $((?:[\/][0-9a-zA-Z-]+)\{0,\}[\/]?\%$ -> same thing but using % as delimiter
- **3.2.1 Replacing** $/((\cdot, \cdot)) / ((\cdot, \cdot)) /$
 - same thing in one: /(\bif.+then(?!=\b))|([^\n]+(?=else))|(else(?!=\b))|([^\n]+(?=end if))/\$1\$2\$3\$4\n/gm

Https url ($url\ regex\ is\ simplified\ for\ readability\ /(((?<=http:\/\/)|(?<=https:\/\/))[a-zA-Z0-9][a-zA-Z0-9-]+[a-zA-Z0-9]\.[^\s]{2,})/gm -> substitution link to 1

3.2.2 Case Conversion Regex converting condition keywords uppercase:

/(\bif\b|\bthen\b|\belse\b|\bend\b)/\U\$1/gmi