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Exercise: hand

Finger Exercises due Aug 5, 2020 20:30 -03

Exercise: hand

5/5 points (graded)

ESTIMATED TIME TO COMPLETE: 14 minutes

In this problem, you'll be asked to read through an object-oriented implementation of the hand from the word game problem of Problem Set 4. You'll then be asked to implement one of its methods. Note that the implementation of the object-oriented version of the hand is a bit different than how we did things with the functional implementation; pay close attention to doc strings and read through the implementation carefully.

To begin: Download <u>hand.py</u> and read through the file. Be sure to understand what's going on in the file. Make a few instances of the Hand class, and play around with the existing methods.

When you have completed reading through the file, implement the update method.

Paste the entire Hand class in the box below.

The __str__ method is this:

```
def __str__(self):
    Display a string representation of the hand.
    output = ''
    hand_keys = sorted(self.hand.keys())
    for letter in hand_keys:
        for j in range(self.hand[letter]):
            output += letter
    return output
```

Use this __str__ method to ensure the grading of the hand's display is consistent.

```
1 # Paste the entire Hand class in this box
 2 class Hand(object):
 3
      def __init__(self, n):
4
 5
          Initialize a Hand.
6
7
          n: integer, the size of the hand.
8
9
          assert type(n) == int
10
          self.HAND_SIZE = n
11
          self.VOWELS = 'aeiou'
12
          self.CONSONANTS = 'bcdfghjklmnpqrstvwxyz'
13
14
          # Deal a new hand
15
          self.dealNewHand()
```

Press ESC then TAB or click outside of the code editor to exit

Correta

```
# This is the solution for the update method only.
    def update(self, word):
        Does not assume that self.hand has all the letters in word.
        Updates the hand: if self.hand does have all the letters to make
        the word, modifies self.hand by using up the letters in the given word.
        Returns True if the word was able to be made with the letter in
        the hand; False otherwise.
        word: string
        returns: Boolean (if the word was or was not made)
        # Make a copy of the hand, and try to update it
        new_hand = self.hand.copy()
        for letter in word:
            try:
                new_hand[letter] -= 1
            except KeyError:
                # if 'letter' isn't in the hand, we can't make the word from this hand.
                return False
        for letter in new hand.keys():
            # If any of the letter counts of the new hand are less than zero after the
            # update, then we can't make the word from this hand.
            if new hand[letter] < 0:</pre>
                return False
        # If we've gotten to here, we must be able to make the word from this hand.
        # Set self.hand to the new, updated hand and return True.
        self.hand = new_hand
        return True
```

Test results

		<u>Hide outpu</u>
CORRECT		
	Test: can make words	
	Output:	

```
myHand = Hand(7)
myHand.setDummyHand('aulqqik')
myHand.update(quail): True
print myHand
kq
myHand = Hand(14)
myHand.setDummyHand('cccllaapppttrr')
myHand.update(claptrap): True
print myHand
cclprt
myHand = Hand(4)
myHand.setDummyHand('odgz')
myHand.update(dog): True
print myHand
z
myHand = Hand(30)
myHand.setDummyHand('qqqwwweeerrrtttyyyuuuiiioooppp')
myHand.update(typewriter): True
print myHand
eiioooppqqqrtuuuwwyy
```

Test: randomized input

Output:

```
myHand = Hand(9)
myHand.setDummyHand('hsosqlqnf')
myHand.update(shoe): False
print myHand
fhlnoqqss
myHand = Hand(9)
myHand.setDummyHand('ulpmlvgwn')
myHand.update(plum): True
print myHand
glnvw
myHand = Hand(8)
myHand.setDummyHand('aeavkrax')
myHand.update(tea): False
print myHand
aaaekrvx
myHand = Hand(9)
myHand.setDummyHand('cukkhkezd')
myHand.update(duck): True
print myHand
ehkkz
```

Note: Strings in the test cases in "See full output" are actually srings. When you test your code, they should be myHand.update('shoe') not myHand.update(shoe).

Enviar

1 Answers are displayed within the problem

Exercise: hand

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