Letha Dunn

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Foundations of Programming: Python

Assignment 06

Functions, Classes, Methods

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Letha Dunn 1 Python Assignment 06

Introduction

For Assignment 06 we were instructed to:

- Modify Prof. Root's to-do list script to use processing functions
- · Put all of the processing functions in a class
- Update the functions to be methods

I successfully completed the assignment, tested it and have included it with this document in a zip file. This document describes how I completed the assignment.

Preparing the assignment

I created a new project named Assignment06. In it I created a new Python file, Assignment06.py and copied Prof. Root's script into the new file. I performed a few cleanup tasks on the code before I really got started. I changed header to show that I what I'd done to the file.

I created a text file containing the initial to-do list to load into my program, todo.txt. It contained:

```
Clean House, Low
Pay Bills, High
```

I tested the new script with the minor changes I had made. This was to make sure I was starting off the assignment with working code.

Function to read the text file

I identified that the Step 1 portion of the script, reading data from the text file, was entirely processing. So I moved it to a new processing function named ReadFileData().

```
# Processing for step 1
# When the program starts, load the any data you have
# in a text file called Todo.txt into a python Dictionary.
# This step is entirely processing.
'''This function shows reads a file, collects data in a dictionary, and writes it to a list table'''

def ReadFileData(FileName)
    objFile = open(FileName, "r")
    for line in objFile:
        lstData = line.split(",") # readline() reads a line of the data into 2 elements dicRow = {"Task":lstData[0].strip(), "Priority":lstData[1].strip()}
        lstTable.append(dicRow)
    objFile.close()
    return lstTable
```

```
I called the function later in my script.
lstTable = ReadFileData(objFileName)
```

I tested my program with this new function and was delighted to discover that it still ran fine. I didn't break it!

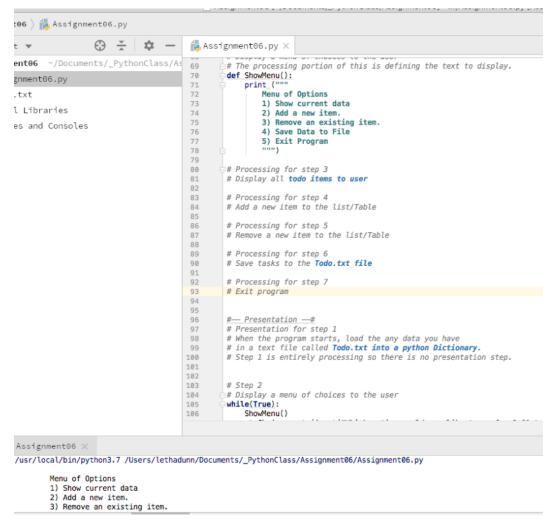
Function to display the menu

I created a ShowMenu () function to accomplish the repeated task of displaying a menu of options to the user:

I replaced the code to display the menu in the while loop.

ShowMenu()

I verified that it worked.



Function to show the current to-do list

Next I made a function named ShowTaskList() for showing the current to-do list, something that this program does often.

And I called it in the display section of the code.

```
if (strChoice.strip() == '1'):
    ShowTaskList()
```

I tested to confirm that I didn't break anything.

- 1) Show current data
- 2) Add a new item.
- Remove an existing item.
- Save Data to File
- Exit Program

Which option would you like to perform? [1 to 5] -1

Menu of Options

- Show current data
- 2) Add a new item.
- 3) Remove an existing item.
- 4) Save Data to File
- Exit Program

Once I confirmed that the function worked, I replaced the redundant to-do list print code with ShowTaskList() everywhere. I tested the entire program to confirm that the multiple changes still worked.

Function to add a task to the list

My next step was to make a function named AddTask() that let the user add a new task to the list.

```
# Processing for step 4
# Add a new item to the list/Table
'''This function lets the user add a new task to the list'''
def AddTask():
    strTask = str(input("What is the task? - ")).strip()
    strPriority = str(input("What is the priority? [high|low] - ")).strip()
    dicRow = {"Task": strTask, "Priority": strPriority}
    lstTable.append(dicRow)
```

I called that function in the presentation portion of my code:

```
# Step 4
# Add a new item to the list/Table
elif(strChoice.strip() == '2'):
    AddTask()
    ShowTaskList()
```

I tested it. It worked.

Function to remove a task from the list

Then I made a function named RemoveTask() that let the user remove a task from the list.

```
# Processing for step 5
# Remove a new item to the list/Table
'''This function lets the user remove a task from the list'''
def RemoveTask():
    # 5a-Allow user to indicate which row to delete
    strKeyToRemove = input("Which TASK would you like removed? - ")
    blnItemRemoved = False # Creating a boolean Flag
    intRowNumber = 0
    while (intRowNumber < len(lstTable)):</pre>
        if (strKeyToRemove == str(list(dict(lstTable[intRowNumber]).values())[0])):
the values function creates a list!
            del lstTable[intRowNumber]
            blnItemRemoved = True
        # end if
        intRowNumber += 1
    # end for loop
    # 5b-Update user on the status
    if (blnItemRemoved == True):
        print("The task was removed.")
    else:
        print("I'm sorry, but I could not find that task.")
```

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I called that function in the presentation portion of my code.

```
# Step 5
# Remove a new item to the list/Table
elif(strChoice == '3'):
    RemoveTask()
    ShowTaskList()
```

I tested it. It worked.

Function to save the list to the text file

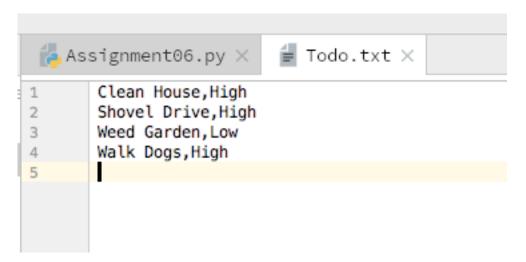
My next step was to make a function named SaveToFile() that saves the current list to a text file.

```
# Processing for step 6
# Save tasks to the Todo.txt file
'''This function saves the current list data to the file.'''
def SaveToFile(FileName):
    objFile = open(FileName, "w")
    for dicRow in lstTable:
        objFile.write(dicRow["Task"] + "," + dicRow["Priority"] + "\n")
    objFile.close()
```

I called that function in the presentation portion of my code.

```
# Step 6
# Save tasks to the ToDo.txt file
elif(strChoice == '4'):
    #5a Show the current items in the table
    ShowTaskList()
    #5b Ask if they want save that data
    if("y" == str(input("Save this data to file? (y/n) - ")).strip().lower()):
        SaveToFile(objFileName)
        input("Data saved to file! Press the [Enter] key to return to menu.")
    else:
        input("New data was NOT Saved, but previous data still exists! Press the [Enter]
key to return to menu.")
    continue #to show the menu
```

I tested it by verifying that my text file contained the new task I added, Walk Dogs.



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Better separating processing from presentation

I read through my script and reviewed the assignment to determine if I was ready to move on to the next part. But when I reviewed steps 4 and 5 (adding and removing tasks) I decided I hadn't separated the processing from the presentation well enough.

To be safe, I made a backup of the Assignment06.py file that was working properly and moved forward to better separate processing from presentation in steps 4 and 5 of my script.

Better separating step four

I made the AddTask() function accept two strings. It no longer matters how the function gets those strings. It simply adds the strings to the to-do list. This makes it easy to re-use. For example, in the future I could read strings from a different source and add them to the to-do list.

```
# Processing for step 4
# Add a new item to the list/Table
'''This function takes the user's new task and adds it to the list'''
def AddTask(strNewTask,strNewPriority):
    strTask = strNewTask
    strPriority = strNewPriority
    dicRow = {"Task": strTask, "Priority": strPriority}
    lstTable.append(dicRow)
```

The presentation portion of the script asks for the two strings. Then it calls the AddTask() function, feeding it those strings for processing.

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```
# Step 4
# Add a new item to the list/Table
elif(strChoice.strip() == '2'):
    strNewTask = str(input("What is the task? - ")).strip()
    strNewPriority = str(input("What is the priority? [high|low] - ")).strip()
    AddTask(strNewTask,strNewPriority)
    ShowTaskList()
```

I tested it and it worked.

Better separating step five

Similarly, I took the prompt for input out of the processing function RemoveTask().

```
# Processing for step 5
# Remove a new item to the list/Table
'''This function tries to remove a task from the list'''
def RemoveTask(strTaskToRemove):
    # 5a-Allow user to indicate which row to delete
    strKeyToRemove = strTaskToRemove
    blnItemRemoved = False # Creating a boolean Flag
    intRowNumber = 0
    while (intRowNumber < len(lstTable)):</pre>
        if (strKeyToRemove == str(list(dict(lstTable[intRowNumber]).values())[0])): #
the values function creates a list!
            del lstTable[intRowNumber]
            blnItemRemoved = True
        # end if
        intRowNumber += 1
    # end for loop
    # 5b-Update user on the status
    if (blnItemRemoved == True):
        print("The task was removed.")
    else:
        print("I'm sorry, but I could not find that task.")
```

I added that prompt for input back in the presentation portion of the script. This part of the script still calls the RemoveTask() function, but this time it feeds it the string that the user input.

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```
# Step 5
# Remove a new item to the list/Table
elif(strChoice == '3'):
    strTaskToRemove = input("Which TASK would you like removed? - ")
    RemoveTask(strTaskToRemove)
    ShowTaskList()
```

I tested it. It worked.

I tested the entire program in PyCharm and Terminal. It worked.

Creating a class

I defined a new class to hold all the processing functions that I created.

```
# Create a Class to hold a list of functions
class ProcessToDoList(object):
    """ This class contains methods for managing a to-do list """
```

I indented everything in the processing section of the script to put it in the class. Because all of the functions were now in the class, I had to turn them into methods.

I made every one of my custom functions a method by adding this line before it:

@staticmethod

I'm not sure why yet. But I'll learn why soon.

Then because all my functions were now methods in the class ProcessToDoList, I had to change every call to them. Here is an example:

```
# Step 4
# Add a new item to the list/Table
elif(strChoice.strip() == '2'):
    strNewTask = str(input("What is the task? - ")).strip()
    strNewPriority = str(input("What is the priority? [high|low] - ")).strip()
    ProcessToDoList.AddTask(strNewTask,strNewPriority)
    ProcessToDoList.ShowTaskList()
```

I tested the changes in PyCharm and everything worked fine.

Everything worked in Terminal too. See the appendix for screen shots of the program running in Terminal.

Summary

In Assignment 06, I:

- Modified Prof. Root's to-do list script to use processing functions
- Put all of the processing functions in a class
- Updated the functions to be methods

I successfully completed the assignment, tested it and have included it with this document in a zip file.

Appendix: Running in Terminal

```
Assignment06 — -bash — 98×36
[Lethas-MacBook-Air:Assignment06 lethadunn$ Python3 Assignment06.py
       Menu of Options
       1) Show current data
       2) Add a new item.
       Remove an existing item.
       4) Save Data to File
       5) Exit Program
Which option would you like to perform? [1 to 5] - 1
****** The current items ToDo are: *****
Clean House(High)
Shovel Drive(High)
Weed Garden(Low)
Walk Dogs(High)
*************
       Menu of Options

    Show current data

       Add a new item.
       3) Remove an existing item.
       4) Save Data to File
       5) Exit Program
Which option would you like to perform? [1 to 5] - 2
What is the task? - Repair Fence
What is the priority? [high|low] - Low
****** The current items ToDo are: *****
Clean House(High)
Shovel Drive(High)
Weed Garden(Low)
Walk Dogs(High)
Repair Fence(Low)
**************
```

Assignment06 — -bash — 98×36 Which option would you like to perform? [1 to 5] - 3 Which TASK would you like removed? - Clean House The task was removed. ****** The current items ToDo are: ***** Shovel Drive(High) Weed Garden(Low) Walk Dogs(High) Repair Fence(Low) *************** Menu of Options 1) Show current data 2) Add a new item. 3) Remove an existing item. 4) Save Data to File 5) Exit Program Which option would you like to perform? [1 to 5] - 3 Which TASK would you like removed? - dfdsg I'm sorry, but I could not find that task. ****** The current items ToDo are: ***** Shovel Drive(High) Weed Garden(Low) Walk Dogs(High) Repair Fence(Low) ************** Menu of Options Show current data 2) Add a new item. 3) Remove an existing item. 4) Save Data to File 5) Exit Program

Assignment06 — -bash — 98×36 I'm sorry, but I could not find that task. ****** The current items ToDo are: ****** Shovel Drive(High) Weed Garden(Low) Walk Dogs(High) Repair Fence(Low) ************** Menu of Options 1) Show current data 2) Add a new item. 3) Remove an existing item. 4) Save Data to File 5) Exit Program Which option would you like to perform? [1 to 5] - 4 ****** The current items ToDo are: ****** Shovel Drive(High) Weed Garden(Low) Walk Dogs(High) Repair Fence(Low) ************** Save this data to file? (y/n) - yData saved to file! Press the [Enter] key to return to menu. Menu of Options 1) Show current data 2) Add a new item. 3) Remove an existing item. 4) Save Data to File 5) Exit Program Which option would you like to perform? [1 to 5] - 5 Lethas-MacBook-Air:Assignment06 lethadunn\$