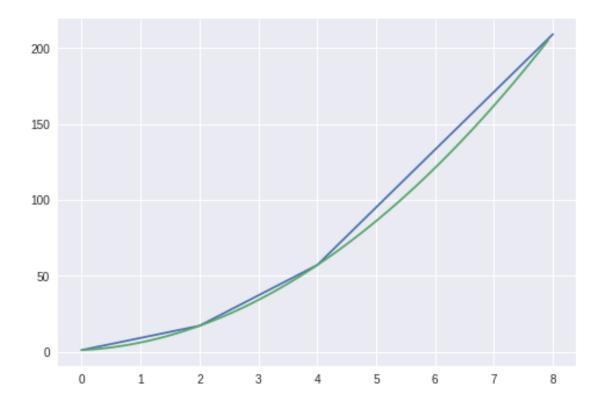
Exercise_3_solutions

January 5, 2019

```
In [0]: import math
        import matplotlib.pyplot as plt
        import random
   1.
In [0]: def pow_gen(x, i):
          j = 0
          while(j < i):</pre>
            yield x**j
            j += 1
        def polynomial(c_coefs, x_coors):
          return [sum([c_coefs[i]*p for i,p in enumerate(pow_gen(x, len(c_coefs)))]) for x in :
        c_{coefs} = [1,2,3]
        x_{coors} = [0, 2, 4, 8]
        y_coors = polynomial(c_coefs, x_coors)
        print(y_coors)
[1, 17, 57, 209]
   2.
In [0]: smooth_x_coors = [8*i/100 for i in range(0,100)]
        smooth_y_coors = polynomial(c_coefs, smooth_x_coors)
        plt.plot(x_coors, y_coors)
        plt.plot(smooth_x_coors, smooth_y_coors)
Out[0]: [<matplotlib.lines.Line2D at 0x7f30c989e2e8>]
```



upperstr = [c.upper() if c=='e' else c for c in upperstr]

3.

In [0]: upperstr = 'thepurposeoflife'

```
Sam and 19 and CS
Nicole and 21 and Biochemistry
Paul and 20 and Fine Arts
Ashley and 18 and History
  5.
In [0]: def multiplier_of(n):
          def multiply(x):
            return x*n
          return multiply
        multiply_with_5 = multiplier_of(5)
        print(multiply_with_5(9))
        multiply_with_45 = multiplier_of(multiply_with_5(9))
        print(multiply_with_45(2))
45
90
  6.
In [19]: def type_check(correct_type):
             def check(old_function):
               def wrapper(arg):
                 if(isinstance(arg, correct_type)):
                   return old_function(arg)
                 else:
                   print("Bad Type")
               return wrapper
             return check
         @type_check(int)
         def times2(num):
             return num*2
         @type_check(str)
         def first_letter(word):
             return word[0]
         print(times2(2))
         times2('Not A Number')
```

```
print(first_letter('Hello World'))
         first_letter(['Not', 'A', 'String'])
4
Bad Type
Bad Type
   7.
In [0]: PLUGINS = dict()
        def register(func):
            PLUGINS[func.__name__] = func
        @register
        def say_hello(name):
            return f"Hello {name}"
        @register
        def be_awesome(name):
            return f"Yo {name}, together we are the awesomest!"
        def randomly_greet(name):
            greeter, greeter_func = random.choice(list(PLUGINS.items()))
            print(f"Using {greeter!r}")
            return greeter_func(name)
        randomly_greet('John')
Using 'be_awesome'
Out[0]: 'Yo John, together we are the awesomest!'
```