#### Case Study:

# Data Structure Selection

**Chapter 13** 

#### **Data Structure**

- **Data structure:** is about how data is organized
- Algorithm: step by step operations to reach a goal

Data structures + Algorithms = Problem Solution

Good choice produces good results...

## string Module

• string module has some useful stuff:

```
>>> import string
>>> string.punctuation
'!"#$%&\'()*+,-./:;<=>?@[\\]^_`{|}~'
>>> string.whitespace
' \t\n\r\x0b\x0c'
```

• What about numbers?

#### **Random Numbers**

• random module provides functions that generate **pseudorandom** numbers.

```
import random

for i in range(10):
    x = random.random()
    # returns random float between 0.0 and 1.0 (including 0.0 but not 1.0)
    print(x)
```

#### **Random Numbers (cont.)**

• The function randint takes parameters low and high and returns an integer between low and high (including both):

```
>>> random.randint(5, 10)
5
>>> random.randint(5, 10)
9
```

#### Random Numbers (cont.2)

• To choose an element from a sequence at random, you can use choice:

```
>>> t = [1, 2, 3]
>>> random.choice(t)
2
>>> random.choice(t)
3
```

### **Keyword Arguments**

```
>>> t = ('a' , 'b' , 'c' , 'd' , 'e')
>>> t.sort()
>>> t.sort(reverse=True)
sorted?
for freq, word in t[:10]:
   print(word, freq, sep='\t')
t.sort(key=?)
```

### **Optional Parameters**

```
>>> s='banana'
>>> s.find('a')
>>> s.find('a',2)
>>> s.find('a',2,3)
```

### **Optional Parameters (cont.)**

```
def print_most _common(hist, num=10):
    t = most_common(hist)
    print(' The most common words are: ' )
    for freq, word in t[:num]:
        print(word, freq, sep='\t')

print_most_common(hist)
print most common(hist, 20)
```

• If a function has both required and optional parameters, all the required parameters have to come first, followed by the optional ones

# **Debugging**

- Reading
- Running
- Ruminating
- Rubberducking
- Retreating