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import collections
import random
class SmallLanguageModel:
  def init (self):
    self.markov chain = {}
    self.start characters = []
  def train(self, text):
    """Train the language model on the given text data."""
    text = text.strip().lower()
    self.start characters = [sent[0] for sent in text.split('.') if sent.strip()]
    for i in range(len(text) - 1):
      current_char = text[i]
      next char = text[i + 1]
      if current char not in self.markov chain:
         self.markov chain[current char] = collections.defaultdict(int)
      self.markov chain[current char][next char] += 1
    for char, next chars in self.markov chain.items():
      total_count = sum(next_chars.values())
      for next char, count in next chars.items():
         next chars[next char] = count / total count
  def predict next character(self, current char):
    """Predict the next character based on the current character."""
    if current char not in self.markov chain:
      return random.choice(self.start characters)
    next_chars = self.markov_chain[current_char]
    return random.choices(list(next_chars.keys()), weights=list(next_chars.values()), k=1)[0]
  def generate text(self, length=100):
    """Generate text of the specified length."""
    if not self.markov chain:
      return "Error: Model not trained yet."
    current char = random.choice(self.start characters)
    generated text = current char
    for in range(length - 1):
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next_char = self.predict_next_character(current_char)
      generated text += next char
      current_char = next_char
    return generated text
# Test the model
if name == " main ":
  # Sample text for training
  sample_text = """
  The quick brown fox jumps over the lazy dog.
  Sphinx of black quartz, judge my vow.
  Pack my box with five dozen liquor jugs.
  How vexingly quick daft zebras jump!
  The five boxing wizards jump quickly.
  # Create and train the model
  model = SmallLanguageModel()
  model.train(sample text)
  # Generate and print some text
  print("Generated text:")
  print(model.generate_text(length=200))
  # Print some statistics
  print("\nMarkov Chain Statistics:")
  print(f"Number of unique characters: {len(model.markov_chain)}")
  print("Transition probabilities for 'e':")
  if 'e' in model.markov chain:
    for next char, prob in model.markov chain['e'].items():
      print(f" e -> {next char}: {prob:.2f}")
  else:
    print(" 'e' not found in the Markov chain.")
  # Test prediction
  print("\nNext character predictions:")
  for char in "thequickbrownfox":
    next_char = model.predict_next_character(char)
    print(f" After '{char}': '{next char}'")
Generated text:
juowive jumy dg. juafthoge das. brar bly juove br my. p!
```

jump ox ve he he owiqump zaz, juithex qug fown ove lararazebox jumphe juicklardg. ve w doxings. fick five quize my livero

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Markov Chain Statistics:
Number of unique characters: 31
Transition probabilities for 'e':
e -> : 0.60
 e -> r: 0.10
 e -> n: 0.10
 e -> x: 0.10
 e -> b: 0.10
Next character predictions:
 After 't': ' '
 After 'h': 'o'
 After 'e': 'r'
 After 'q': 'u'
 After 'u': 'm'
 After 'i': 'z'
 After 'c': 'k'
 After 'k': 'l'
 After 'b': 'o'
 After 'r': 'a'
 After 'o': 'z'
 After 'w': 'i'
 After 'n': 'x'
 After 'f': 't'
 After 'o': 'w'
 After 'x': 'i'
import collections
import random
class SmallLanguageModel:
  def __init__(self):
    Initialize the SmallLanguageModel.
    This method sets up the necessary variables for the language model.
    self.markov chain = {}
    self.start_characters = []
```

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def train(self, text):
  Train the language model on the given text data.
  Args:
    text (str): The input text to train the model on.
  # Store the start characters (first character of each sentence)
  self.start characters = [sent[0] for sent in text.split('.') if sent]
  # Create a dictionary to store the Markov chain
  for i in range(len(text) - 1):
    current char = text[i]
    next char = text[i + 1]
    # If the current character is not in the Markov chain yet, add it
    if current char not in self.markov chain:
       self.markov chain[current char] = collections.defaultdict(int)
    # Increment the count for the next character
    self.markov chain[current char][next char] += 1
  # Normalize the probabilities for each character
  for char, next chars in self.markov chain.items():
    total count = sum(next chars.values())
    for next char, count in next chars.items():
       next chars[next char] = count / total count
def generate text(self, length=100):
  Generate text based on the trained Markov chain.
  Args:
    length (int): The desired length of the generated text.
  Returns:
    str: The generated text.
  if not self.markov_chain:
    return "Error: Model not trained yet."
  current char = random.choice(self.start characters)
  generated text = current char
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for _ in range(length - 1):
      if current char not in self.markov chain:
        # If we reach a character with no followers, start a new sentence
        current_char = random.choice(self.start_characters)
        generated_text += '. ' + current_char
      else:
        next_char = random.choices(
          list(self.markov chain[current char].keys()),
          weights=list(self.markov_chain[current_char].values())
        )[0]
        generated text += next char
        current_char = next_char
    return generated text
model = SmallLanguageModel()
model.train("Your training text goes here.")
generated_text = model.generate_text(length=200)
print(generated text)
```

Youres terere.. Yoextres heraingourer t tes hes tr hexte.. Yoe.. Yoeraininining tes g t he.. Youres goer trainingoe.. Your text goe.. Yourainining hext terainingoes hext t tr hext he.. Youre.. Yoes g text g t g trera