Assignment #5

1. NAND Truth table

|  |  |  |
| --- | --- | --- |
| X | Y | RESULT |
| False (0) | False (0) | True (1) |
| False (0) | True (1) | True (1) |
| True (1) | False (0) | True (1) |
| True (1) | True (1) | False (0) |

Regular Truth table

|  |  |  |
| --- | --- | --- |
| X | Y | RESULT |
| False (0) | False (0) | False (0) |
| False (0) | True (1) | False (0) |
| True (1) | False (0) | False (0) |
| True (1) | True (1) | True (1) |

1. Barking Dog.

I really liked the lambda expressions when I read about them in the previous chapter and I tried to implement them in my programs in this assignment as well. I hope you don’t mind, but I find them very interesting and I think they save a lot of time and are easy to read.

*Bark interface:*



*Continued on next page …*

*Dog class:*





1. Programming language advisor program.  
   I have also tried to use lambda expressions for this program. … I am liking them more and more

My Main class code is below.

*Continue on next page …*

*Main class:*

**

**