

Week 6: Python Worksheet 1

Barry Rowlingson

November 15, 2021

1 Quadratic Expression

Write a function, `quadratic`, that takes four arguments, `x,a,b,c`, and returns the value `y` of the quadratic defined by `a`, `b` and `c` at the value of `x`.

$$y = ax^2 + bx + c$$

```
def quadratic(x, a, b, c):  
    """ evaluate a quadratic in x """  
    return a*x**2 + b*x + c
```

Check your function reproduces these results:

```
results = [ quadratic(2, 0, 0, 0), # zero  
            quadratic(7, 1, 0, 0), # seven-squared  
            quadratic(3, 1, -1, 0), # 3-squared - 3  
            quadratic(3, 1, -1, 10) ] # as previous but plus 10  
print(results)
```

| [0, 49, 6, 16]

2 Multiple x values

Modify the function so that it evaluates the quadratic for when `x` is passed in as a list. Use a *list comprehension* operation.

```
def quadratic(x, a, b, c):  
    """ evaluate a quadratic in x """  
    y = [a*z**2 + b*z + c for z in x]  
    return y
```

Check the following:

```
x = range(-5,5)  
print(quadratic(x, 1, -2, 3))
```

| [38, 27, 18, 11, 6, 3, 2, 3, 6, 11]

3 Solving

The value of x that solves a quadratic equation is given by this formula:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Start writing a Python function, `quadratic_solve`, with arguments for the parameters of a quadratic. Add a docstring, and for now, return the value `None`.

```
def quadratic_solve(a, b, c):
    """ Solve the quadratic defined by a, b, and c """
    return None
```

Load into Python and check that `quadratic_solve(1,1,1)` returns `None` and that calling it with too few or too many parameters returns an error. Check that `help(quadratic_solve)` shows the documentation string.

Next write a function to return the value of the determinant - the quantity inside the square root sign - and store in a variable called `det`.

```
def determinant(a, b, c):
    """ Solve the quadratic defined by a, b, and c """
    det = (b**2 - 4*a*c)
    return det
```

Check that it works with some simple tests.

```
D = [
    determinant(0,0,0), # zero times zero minus zero times zero times zero = zero
    determinant(0,3,0), # 3 squared minus zero zero zero = 9
    determinant(1,3,1), # 3 squared minus 4 = 5
    determinant(3,3,2) # 3**2 - 4*3*2 = -15
]
print(D)
```

```
| [0, 9, 5, -15]
```

4 Solver function

Now complete the `quadratic_solve` function. First it should compute the determinant. If the determinant is negative then there are no real-value solutions and it should return an empty list. If the determinant is zero then it should return a list with just the one solution in. Otherwise it should return a list of the two solutions. To get the square root of a quantity, note that the square root of X is the same as X raised to the power $1/2$.

```
def quadratic_solve(a, b, c):
    """ Solve a quadratic  $a^2+b+c=0$  """
    det = determinant(a,b,c)
    if det < 0:
        return []
    elif det == 0:
        return [-b/(2*a)]
    else:
        return [(-b + det**(1/2))/(2*a),
                (-b - det**(1/2))/(2*a)]
```

```
print([
    quadratic_solve(5,1,-3) # two real solutions
    ,
    quadratic_solve(1,-4,4) # one real solution
    ,
    quadratic_solve(1,1,1)  # no real solutions
])
```

```
| [[0.6810249675906654, -0.8810249675906654], [2.0], []]
```

5 Using The Standard Library

Instead of raising the determinant to the $1/2$ power, we can use a square-root function from the standard library.

Import the `math` module, and replace your power-raising with a call to `math.sqrt`, checking that your answers are the same as before.

```
import math
def quadratic_solve(a, b, c):
    """ Solve a quadratic  $a^2+b+c=0$  """
    det = determinant(a,b,c)
    if det < 0:
        return []
    elif det == 0:
        return [-b/(2*a)]
    else:
        sqd = math.sqrt(det)
        return [(-b + sqd)/(2*a),
                (-b - sqd)/(2*a)]
```

```
print([
quadratic_solve(5,1,-3) # two real solutions
,
quadratic_solve(1,-4,4) # one real solution
,
quadratic_solve(1,1,1)  # no real solutions
])
```

```
| [[0.6810249675906654, -0.8810249675906654], [2.0], []]
```

6 Data Structures

In the lectures I showed a dictionary structure for storing a student's course data.

```
student = dict(
    name="Fred Smith",
    courses = [
        dict(name="CHIC402", mark=73),
        dict(name="CHIC602", mark=82)
    ]
)
```

Write a function that creates and returns one of these structures with an empty `courses` element when given a name.

```
def new_student(name):
    d = dict(
        name = name,
        courses = []
    )
    return d
```

```
fred = new_student("Fred Smith")
print(fred)
```

```
| 'name': 'Fred Smith', 'courses': []
```

Now write a function that adds an entry to a student record for a course, given the record object, a course name, and a grade.

```
def add_grade(s, course, grade):
    s['courses'].append(dict(name=course, grade=grade))
```

```
add_grade(fred, course="CHIC999", grade=82)
add_grade(fred, course="CHIC123", grade=74)
print(fred)
```

```
| 'name': 'Fred Smith', 'courses': ['name': 'CHIC999', 'grade': 82, 'name': 'CHIC123', 'grade': 74]
```

What happens if you add a grade twice for the same course?

Next write a function that returns the average grade for a student's courses. You can use the `sum` function to add the numeric values of a sequence, and the `len` function to get its length.

```
def average_grade(s):
    courses = s['courses']
    grades = [c['grade'] for c in courses]
    ave = sum(grades)/len(grades)
    return ave
```

```
average_grade(fred)
```

```
| 78.0
```

Think about what other functions might be useful on this data structure. Don't write the functions - just think about what might be needed in a simple student records application and maybe write just the `def` definition, a docstring, and return `None` for now. Think about possible error conditions that could happen with these functions.

```
def change_grade(s, course, grade):
    return None
def change_name(s, name):
    return None
def remove_course(s, course):
    return None
def compute_class(s):
    """ return I, Iii, Iiii, III, P, F
    based on the algorithm..."""
    return None
```