# Project 0

Version: 0.1

# Acknowledgements

This project's materials are adapted from the <u>UC Berkeley CS188 Intro to AI</u> course. We thank the course authors for making the materials available to the public.

# Readings

Introduction to Unix / Python Programming

### **Outline**

This project assumes you use Python 2.7.

Project 0 will cover the following:

- A mini-UNIX tutorial
- A mini-Python tutorial
- Project grading: Some projects include a autograder for you to run yourself.

Files to Edit and Submit: You will fill in portions of addition.py, buyLotsOfFruit.py, and shopSmart.py in tutorial.zip during the assignment. You should submit these files with your code and comments. Please do not change the other files in this distribution or submit any of our original files other than these files.

### **Evaluation**

Your code will be autograded for technical correctness. Please do not change the names of any provided functions or classes within the code, or you will wreak havoc on the autograder. However, the correctness of your implementation -- not the autograder's judgements -- will be the final judge of your score. If necessary, we will review and grade assignments individually to ensure that you receive due credit for your work.

# **Academic Dishonesty**

Please check the course website for details.

# Autograding

To get you familiarized with the autograder, we will ask you to code, test, and submit solutions for three questions.

You can download all of the files associated the autograder tutorial as a zip archive:

```
tutorial.zip
```

```
$ unzip tutorial.zip
$ cd tutorial
$ ls
addition.py
autograder.py
buyLotsOfFruit.py
grading.py
projectParams.py
shop.py
shopSmart.py
testClasses.py
testParser.py
test_cases
tutorialTestClasses.py
```

This contains a number of files you'll edit or run:

```
addition.py: source file for question 1
buyLotsOfFruit.py: source file for question 2
shop.py: source file for question 3
shopSmart.py: source file for question 3
autograder.py: autograding script (see below)
```

### and others you can ignore:

```
test_cases: directory contains the test cases for each question
grading.py: autograder code
testClasses.py: autograder code
tutorialTestClasses.py: test classes for this particular project
projectParams.py: project parameters
```

The command python autograder.py grades your solution to all three problems. If we run it before editing any files we get a page or two of output:

```
$ python autograder.py
```

#### Question q1

#### ========

```
*** FAIL: test cases/q1/addition1.test
        add(a,b) must return the sum of a and b
        student result: "0"
* * *
        correct result: "2"
* * *
*** FAIL: test cases/q1/addition2.test
        add(a,b) must return the sum of a and b
* * *
        student result: "0"
       correct result: "5"
*** FAIL: test cases/q1/addition3.test
        add(a,b) must return the sum of a and b
       student result: "0"
* * *
       correct result: "7.9"
*** Tests failed.
```

#### ### Question q1: 0/1 ###

### Question q2

#### ========

```
*** FAIL: test cases/q2/food price1.test
      buyLotsOfFruit must compute the correct cost of the
order
* * *
     student result: "0.0"
      correct result: "12.25"
*** FAIL: test cases/q2/food price2.test
      buyLotsOfFruit must compute the correct cost of the
order
* * *
      student result: "0.0"
       correct result: "14.75"
*** FAIL: test cases/q2/food price3.test
* * *
       buyLotsOfFruit must compute the correct cost of the
order
       student result: "0.0"
      correct result: "6.4375"
*** Tests failed.
```

#### ### Question q2: 0/1 ###

#### Question q3

#### ========

```
Welcome to shop1 fruit shop
Welcome to shop2 fruit shop
*** FAIL: test cases/q3/select shop1.test
*** shopSmart(order, shops) must select the cheapest shop
* * *
       student result: "None"
      correct result: "<FruitShop: shop1>"
Welcome to shop1 fruit shop
Welcome to shop2 fruit shop
*** FAIL: test cases/q3/select shop2.test
        shopSmart(order, shops) must select the cheapest shop
* * *
       student result: "None"
       correct result: "<FruitShop: shop2>"
Welcome to shop1 fruit shop
Welcome to shop2 fruit shop
Welcome to shop3 fruit shop
*** FAIL: test cases/q3/select shop3.test
       shopSmart(order, shops) must select the cheapest shop
* * *
       student result: "None"
       correct result: "<FruitShop: shop3>"
*** Tests failed.
```

### Question q3: 0/1 ###

#### Finished at 23:39:51

Your grades are NOT yet registered. To register your grades, make sure to follow your instructor's guidelines to receive credit on your project.

For each of the three questions, this shows the results of that question tests, the questions grade, and a final summary at the end. Because you haven't yet solved the questions, all the tests fail. As you solve each question you may find some tests pass while other fail. When all tests pass for a question, you get full marks.

Looking at the results for question 1, you can see that it has failed three tests with the error message "add(a,b) must return the sum of a and b". The answer your code gives is always 0, but the correct answer is different. We'll fix that in the next tab.

# Questions

### Question 1: Addition

Open addition.py and look at the definition of add:

```
def add(a, b):
    "Return the sum of a and b"
    "*** YOUR CODE HERE ***"
    return 0
```

The tests called this with a and b set to different values, but the code always returned zero. Modify this definition to read:

```
def add(a, b):
    "Return the sum of a and b"
    print "Passed a=%s and b=%s, returning a+b=%s" % (a,b,a+b)
    return a+b
```

Now rerun the autograder (omitting the results for questions 2 and 3):

```
$ python autograder.py -q q1
Starting on 1-21 at 23:52:05
```

#### Question q1

#### ========

```
Passed a=1 and b=1, returning a+b=2

*** PASS: test_cases/q1/addition1.test

*** add(a,b) returns the sum of a and b

Passed a=2 and b=3, returning a+b=5

*** PASS: test_cases/q1/addition2.test

*** add(a,b) returns the sum of a and b

Passed a=10 and b=-2.1, returning a+b=7.9

*** PASS: test_cases/q1/addition3.test

*** add(a,b) returns the sum of a and b
```

```
### Question q1: 1/1 ###

Finished at 23:41:01

Provisional grades

==========

Question q1: 1/1

Question q2: 0/1

Question q3: 0/1

------

Total: ½
```

You now pass all tests, getting full marks for question 1. Notice the new lines "Passed a=..." which appear before "\*\*\* PASS: ...". These are produced by the print statement in add. You can use print statements like that to output information useful for debugging. You can also run the autograder with the option --mute to temporarily hide such lines, as follows:

```
[tutorial] $ python autograder.py -q q1 --mute
```

#### Question q1

#### ========

```
*** PASS: test_cases/q1/addition1.test

*** add(a,b) returns the sum of a and b

*** PASS: test_cases/q1/addition2.test

*** add(a,b) returns the sum of a and b

*** PASS: test_cases/q1/addition3.test

*** add(a,b) returns the sum of a and b
```

### Question q1: 1/1 ###

# ${\bf Question~2: {\tt buyLotsOfFruit~function}}$

Add a buyLotsOfFruit (orderList) function to buyLotsOfFruit.py which takes a list of (fruit, pound) tuples and returns the cost of your list. If there is some fruit in the list which doesn't appear in fruitPrices it should print an error message and return None. Please do not change the fruitPrices variable.

Run python autograder.py until question 2 passes all tests and you get full marks. Each test will confirm that buyLotsOfFruit (orderList) returns the correct answer given various possible inputs. For example, test\_cases/q2/food\_price1.test tests whether:

```
Cost of [('apples', 2.0), ('pears', 3.0), ('limes', 4.0)] is 12.25
```

# Question 3: shopSmart function

Fill in the function <code>shopSmart(orders, shops)</code> in <code>shopSmart.py</code>, which takes an orderList (like the kind passed in to <code>FruitShop.getPriceOfOrder</code>) and a list of <code>FruitShop</code> and returns the <code>FruitShop</code> where your order costs the least amount in total. Don't change the file name or variable names, please. Note that we will provide the shop.py implementation as a "support" file, so you don't need to submit yours.

Run python autograder.py until question 3 passes all tests and you get full marks. Each test will confirm that shopSmart (orders, shops) returns the correct answer given various possible inputs. For example, with the following variable definitions:

```
orders1 = [('apples',1.0), ('oranges',3.0)]
orders2 = [('apples',3.0)]
dir1 = {'apples': 2.0, 'oranges':1.0}
shop1 = shop.FruitShop('shop1',dir1)
dir2 = {'apples': 1.0, 'oranges': 5.0}
shop2 = shop.FruitShop('shop2',dir2)
shops = [shop1, shop2]

test_cases/q3/select_shop1.test tests whether:
shopSmart.shopSmart(orders1, shops) == shop1

and test_cases/q3/select_shop2.test tests whether:
shopSmart.shopSmart(orders2, shops) == shop2
```

# Submission

You're not done yet! Follow your instructor's guidelines to receive credit on your project!