

ADAM MICKIEWICZ UNIVERSITY IN POZNAŃ

Faculty of English

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PYTHON PROGRAMMING CLASS 06



Run "Teams" Start your IDE

AGENDA:

- Create a file "class_pp_06.py"
- Quiz 04
- pass statement + remainder: escape characters, iterables
 https://www.w3schools.com/python/gloss_python_escape_characters.asp
- DAC algorithm
- Recursion
- Exercises



. . .

EXERCISE 90 (file pp_90.py)

```
Write a function that will check if a word/sentence is a
palindrome or not.
Use iterative way
These are palindromes, test with them:
Dad
Evil olive.
Never odd or even.
Amore, Roma.
Not palindromes:
test
ad
a
```



EXERCISE 90 - solution 01

```
def is_palindrome(text):
    . . .
    input: string
    output: boolean
    , ,
    # your code below
    text = text.replace(' ', '').replace('.',
'').replace(',', '').lower()
    mid = len(text)//2
```



EXERCISE 90-solution 01



EXERCISE 90-solution 02

```
def is_palindrome(text):
    input: string
    output: boolean
    # your code below
    text = text.replace(' ', '').replace('.', '').replace(',',
'').lower()
    reversed_text = text[::-1]
    if text == reversed_text:
       return True
    return False
```



pass statement

In Python, the **pass** statement is used as a placeholder for future code. When the pass statement is executed, nothing happens, but you avoid getting an error when empty code is not allowed.

```
e.g.,
for i in range(1, 5):
    pass
a, b = 11, 15
if a<b:
    pass</pre>
```



ESCAPE CHARACTER

In Python, escape character is used to insert special characters into strings. These special characters are typically illegal within a string, but you can include them using an escape sequence => \

```
\'
\"
n
\t
11
s = 'Hey, what's up?' vs s = 'Hey, what\'s up?'
s = "His name is "John"" vs s = "His name is \"John\""
print(s)
print("Multiline strings\ncan be created\nusing escape
sequences.")
print("C:\\Users\\Robert\\Desktop") # regular string
print(r"C:\Users\Robert\Desktop") # raw string
```



ITERABLES REVISITED

- iterable is a container that stores multiple values.
- it can be looped over

```
e.g.,
range() returns range object which is iterable
string, list, tuples, dictionaries
# # 1. range
for x in range(5):
    print(x)
# #
# # 2. string
for x in 'Python':
    print(x)
```



ITERABLES REVISITED

```
# # 3. list
for x in ['a', 1, 2, 'b']:
    print(x)
# #
# # 4. tuples
for x in ('c', 1, 2, 'd'):
    print(x)
# #
# # 5. dictionary
dic = {'a': 1, 'b': 2, 'c': 3}
for x in dic:
    print(x)
```



ITERABLES REVISITED

```
# # over keys()
for x in dic.keys():
    print(x)
# # over values()
for x in dic.values():
    print(x)
# # over items() --> view object
for x in dic.items():
    print(x)
# unpacking iterable
d, c = (5, 6)
print(d, c)
# # over items()
for k, v in dic.items():
    print(k, v)
```



EXERCISE 100

Ex. 100

Write a program that computes the value of n factorial - n!

Use iterative implementation

Expected results

1! = 1

2! = 1 * 2 = 2

3! = 1 * 2 * 3 = 6

10! = 3628800

32! = 263130836933693530167218012160000000

n! = 1 * 2 * 3 * * n

. . .



WHAT IS DIVIDE-AND-CONQUER ALGORITHM

 A divide-and-conquer algorithm recursively breaks down a problem into two or more sub-problems of the same or related type, until these become simple enough to be solved directly. The solutions to the sub-problems are then combined to give a solution to the original problem.

(From Wikipedia, the free encyclopedia)



WHAT IS DIVIDE-AND-CONQUER ALGORITHM (DAC)

In DAC we can single out three parts:

- 1. Divide: This involves dividing the problem into smaller sub-problems.
- 2. Conquer: Solve sub-problems by calling recursively until solved.
- 3. Combine: Combine the sub-problems to get the final solution of the whole problem.



WHAT IS RECURSION

- A way to design solutions to problems by divide-andconquer algorithm (DAC)
- A programming technique where a function calls itself.
- A recursive definition is made up of two parts.
- There is at least one base / termination case that directly specifies the result for a special case.
- There is at least one recursive case (function calls itself), that defines the answer typically in a simpler version of the same problem



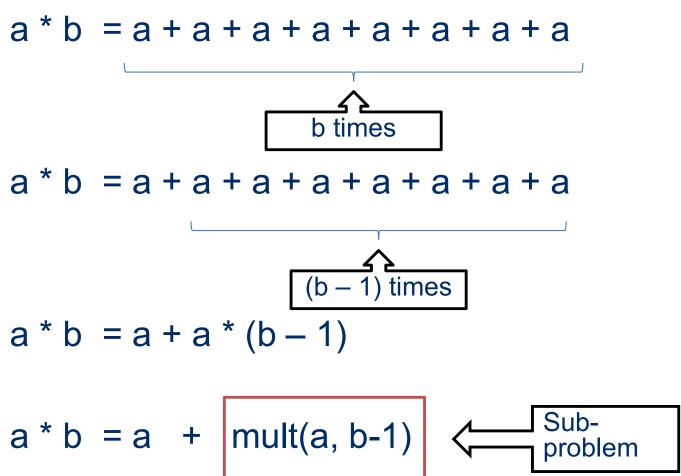
MULTIPLICATION ITERATIVE EXAMPLE

"multiply a * b" is equivalent to "add a to itself b times"

print(f'{a} * {b} = {mult_iter(a,b)}')



RECURSIVE WAY OF THINKING





MULTIPLICATION RECURSIVE EXAMPLE

"multiply a * b" is equivalent to "add a to itself b times"

```
def mult(a, b):
                         1. What is the base case? & When it occurs?
     if b == 0:
                        2. How to define recursive case?
        return 0
     if b == 1:
                         Base
                         case
        return a
    else:
                                           Recursive
                                           step
        return a + mult(a, b-1)
a = int(input('a = '))
b = int(input('b = '))
print(f'{a} * {b} = {mult(a,b)}')
```



EXERCISE 110 (file pp_110.py)

Ex. 100

Write a program that computes the value of n factorial - n! Use recursive implementation

Expected results

```
1! = 1

2! = 1 * 2 = 2

3! = 1 * 2 * 3 = 6

10! = 3628800

32! = 263130836933693530167218012160000000

n! = 1 * 2 * 3 * .... * n
```



. . .

EXERCISE 120 (file pp_120.py)

```
Write a function that will check if a word/sentence is a
palindrome or not. (20 min.)
Use recursive implementation
These are palindromes, test with them:
Dad
Evil olive.
Never odd or even.
Amore, Roma.
Not palindromes:
test
ad
a
```