

# Lab 07: The Cow Says...

## Overview

This lab is designed to introduce students to the Bash Command Line Interface (CLI) and the concept of CLI arguments and give them practice writing classes. The **cowsay** utility is a popular Unix program from the 20<sup>th</sup> century (see <https://en.wikipedia.org/wiki/Cowsay>). You will write a slightly simplified **cowsay** program that takes in several arguments and prints out different text depending on the arguments.

## Tools

Please note that **you are strongly recommended to use a text editor and the terminal to edit and run your program and its directories**. It is advised students learn/review basic Unix shell commands before beginning; a good run-through can be found here: <https://linuxjourney.com/lesson/the-shell>. **You are also allowed to use PyCharm and its terminal to write and run your program.**

Follow these steps to get started on the lab:

- 1) Open a terminal and enter the **pwd** command to identify the path to the working (current) directory (folder)
- 2) Enter **ls** to list the contents of the current directory
- 3) Use the **mkdir** command to make a new directory called *CowLab*.
- 4) Use **ls** to see the change, then **cd** to change to the directory *CowLab*.
- 5) Do your lab work in that folder. Use your google skills to find more commands.

You can read more information about some of these commands here:

<https://www.howtogeek.com/howto/42980/the-beginners-guide-to-nano-the-linux-command-line-text-editor/>  
<https://pythonbasics.org/execute-python-scripts/>

## Specification

Students will write two files: a driver file with a **main()** entry point (**cowsay**) and a data class (**cow**). Note that **heifer\_generator.py** is provided for you; your code must use this class to create the cow objects.

### Provided For Students - HeiferGenerator

**get\_cows()**

Static method which returns a Python list of cow objects from the built-in data set. This will use the **Cow** constructor and **image** property of the cow class to properly initialize new cow objects uniquely for each data set. *This means it is dependent on your Cow class, so you should write that before working on main!*

### cowsay.py (Program Driver)

Your program must accept command line arguments. Command line arguments are captured as part of the **argv** variable found in the **sys** module. This can be accessed with **sys.argv** after you **import sys** (Review lecture slides for examples!).

The command line arguments that must be supported are as follows:

<code>python3 cowsay.py -l</code>	Lists the available cows
<code>python3 cowsay.py MESSAGE</code>	Prints out the MESSAGE using the default COW
<code>python3 cowsay.py -n COW MESSAGE</code>	Prints out the MESSAGE using the specified COW

If a user calls for a cow that does not exist, the program should print out “Could not find *[COWNAME]* cow!”

### Output Samples

<pre>&gt;python3 cowsay.py I am a potato! I am a potato!       ^  ^      (oo)\_____/       (_____)  \/              ----w                </pre>	<pre>&gt;python3 cowsay.py -n kitteh I am prittteh. I am prittteh.       ^  ^      (oo)\_____/       (_____)  \/              ----w                </pre>	<pre>&gt;python3 cowsay.py -l Cows available: heifer kitteh  &gt;python3 cowsay.py -n ninja WUT Could not find ninja cow!</pre>
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### Suggested Methods

The following methods are suggested to make development easier, but are not required:

**list\_cows(cows)**

Displays the available cows from a Python list of **Cow** objects.

**find\_cow(name, cows)**

Given a name and a Python list of **Cow** objects, return the **Cow** object with the specified **name**. If no such Cow object can be found, return **None**.

### **Cow Class**

The **Cow** class facilitates the creation and use of cow objects by providing the following methods (which students must implement):

**\_\_init\_\_(self, name)**

Initializes a cow object with name and image to be None

**get\_name(self)**

Returns the name of the cow. *Note: the name property should NOT have a setter.*

**get\_image(self)**

Returns the image used to display the cow (this should be called after the message has been displayed).

**set\_image(self, image)**

Sets the image used to display the cow.

## Submissions

**NOTE:** Your output must match the example output *\*exactly\**. If it does not, *you will not receive full credit for your submission!*

Files: cowsay.py, cow.py, heifer\_generator.py  
Method: Submit on ZyLabs

## Sample Output

(On next page)

```
>python3 cowsay.py Hello World!
```

Hello World!

```
      ^ _ ^
    (oo)\_____)
    (__)|       )\/\
        ||----w |
        ||     ||
```

```
>python3 cowsay.py -n kitteh Hello World!
```

Hello World!

```
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      ` * * ' ) .-.-. ( ' ) .-.-. `
      ( _Y_ ) ' _ ) `.-. ; .-.-.
      .-.-. ' -.-. / /--' ' ,4
      ( i l ),-' ( l i), ' ( ! .-'
```

```
>python3 cowsay.py -l
Cows available: heifer kitteh
```

```
>python3 cowsay.py -n ninja Hello world!
Could not find ninja cow!
```

```
>python3 cowsay.py Hello -n kitteh
```

Hello -n kitteh

```
      ^ _ ^
    (oo)\_____)
    (__)|       )\/\
        ||----w |
        ||     ||
```