SCALA ASSIGNMENT
PEER LEARNING

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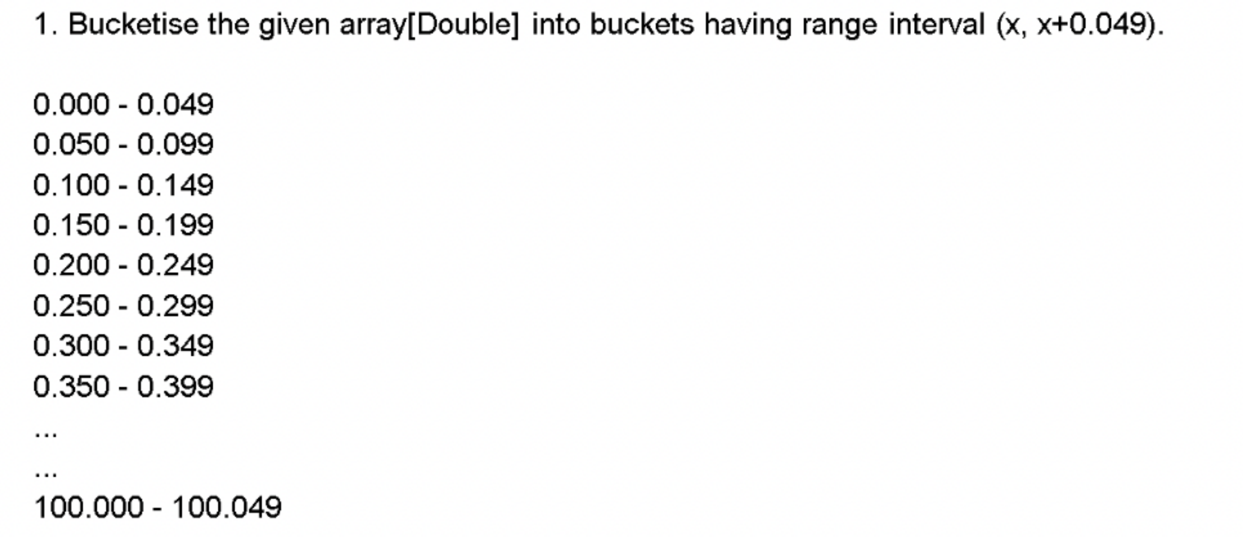


1. Bucketise the given array[Double] into buckets having range interval (x, x+0.049).

0.000 - 0.049
0.050 - 0.099
0.100 - 0.149
0.150 - 0.199
0.200 - 0.249
0.250 - 0.299
0.300 - 0.349
0.350 - 0.399
...
...
100.000 - 100.049

Praneeth's Approach :

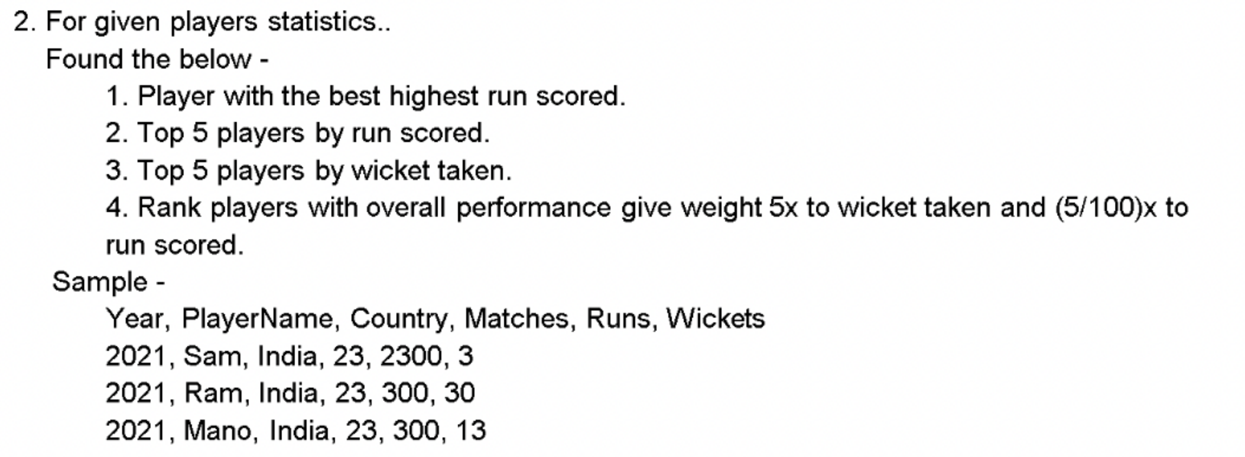
So Praneeth first takes the last two digits of the number for eg: 12.xx and then decides which bucket the number belongs to whether its the xx.x00- xx.x49 or xx.x50-xx.x99 and then from the input number tries to get the left and right bound numbers

Arin's Approach

And Arin on the other hand is separating the number in two parts for eg: the number 12.xxx is split into 12.x and xx, then the numbers are then stored in two variables left and right part respectively then compares the right part with 4.9 or 49 depending on the length of the right side and then decides which bucket the number belongs to and accordingly prints the bucket.

My Approach in comparison to my peers

My approach is very similar to both the approaches where in we try to get the last two digits and decide the bucket



2. For given players statistics..

Found the below -

1. Player with the best highest run scored.
2. Top 5 players by run scored.
3. Top 5 players by wicket taken.
4. Rank players with overall performance give weight 5x to wicket taken and (5/100)x to run scored.

Sample -

Year, PlayerName, Country, Matches, Runs, Wickets
2021, Sam, India, 23, 2300, 3
2021, Ram, India, 23, 300, 30
2021, Mano, India, 23, 300, 13

Praneeth’s Approach

Praneeth uses a case class to create a blueprint of all player information and then has made two class functions that are associated to print the rank and details of the information of the player object, then Praneeth has created an object that has all the functions related to the above function.He has another object “assignques2” that contains a main function that executes all the functions in the other object.

Q1)So to print the player with the best highest run scored praneeth has sorted the array of player objects according to the runs scored in descending order and has printed the first player object information.

Q2)To get the top 5 players with highest runs praneeth has sorted the array of player objects according to runs scored in descending order and printed the top 5 players information

Q3)To get the top 5 players with highest wickets praneeth has sorted the array of player objects according to wickets taken in descending order and printed the top 5 players information

Q4)To rank players Praneeth has sorted the array of player objects using the sortwith clause to add the constraints given in the question and then returned the player information according to the sorting.

Arin’s Approach

Arin has created a menu driven approach to get the answers for the questions in the main function within the object “Solution2” that calls functions related to the questions in another class called “Solve”. Arin has used a case class to store all the player information under one object name to make it easy to access information
Q1)To print the player with highest runs Arin has used a simple iteration through the array of player object to compare the run values and find the player object with maximum runs and then used a print function to print all the information stored in the player object returned
Q2)To get the top 5 players with highest runs Arin has sorted the array according to the runs scored in descending order and has printed the player information
Q3)To get the top 5 players with highest wickets taken Arin has sorted the array according to the wickets taken in descending order and has printed the player information
Q4) To rank players arin has used a sortwith function to add constraints given in the question and has printed player information accordingly

My approach in comparison to my peers

Me and my peers have almost used the same functions and same approaches to get around the questions given.