# Modular programming in Python



# **Objectives**

Development of Python modules and functions

- Implement functions
- Learn how to separate code on modules which can communicate by calling the functions
- Work with standard and compound data types in Python
- Learn how to specify and test Python code
- Use Eclipse (or other IDE) to develop Python applications



## Deadline

During **lab 3**: present one function from each feature from the 1<sup>st</sup> iteration (total 2 functions)

During **lab 4**: present one function from each feature from the 2<sup>nd</sup> iteration (total 2 functions)

Beginning of lab 5: upload the whole solution



## Requirements

- Implement the solution using feature driven development (if you **not** use modular programming you can get maximum half of the total points)
- The solution should offer a console type interface that allows the user to input the data and visualize the output
- Use only the standard and compound data types available in Python

The application should be developed along 3 consecutive iterations as follows:

#### 1st. Iteration

- a. Implementation
  - i. feature 1
  - ii. feature 2
- b. Use procedural programming
- c. Give at least 10 data examples in the application (to facilitate testing)
- d. Each function should be documented and tested (at least 3 assertions/function)

#### 2nd. Iteration

- a. Implementation
  - i. feature 3
  - ii. feature 4
- b. Use procedural programming

- c. Give at least 10 data examples in the application (to facilitate testing)
- d. Each function should be documented and tested (at least 3 assertions/function)

#### 3rd. Iteration

- a. Implementation
  - i. feature 5
  - ii. feature 6
- b. Use modular programming (at least 2 modules: one for UI and one for the functions needed)
- c. Give at least 10 data examples in the application (to facilitate testing)
- d. Each function should be documented and tested (at least 3 assertions/function)

The application should allow the validation of data – when the user inputs invalid data or commands, the application should give a warning.



# **Problem specification**

#### P1. Numeric arrays

A math teacher needs a program to help students test different number properties. The program manages an array of numbers and allows students to use the following features offered by the program:

#### 1. Add numbers in the array

- $add(my\_list, value) value$  as last element of  $my\_list$
- insert(my\_list, index, value) insert number value at index (the index of the first element is 0)

#### 2. Modify elements in the array

- remove(my\_list, index) removes the element at index
- remove(my\_list, from\_index, to\_index) removes elements between the two given index
  - e.g.  $remove(my\_list, 1, 3)$  removes the elements at indices 1, 2 and 3
- replace(my\_list, old\_value, new\_value) replaces all old\_values occurances with new\_value
  - e.g.  $replace(my\_list, [1,3,5], [5,3])$  replaces all sub-arrays 1 3 5 with 5 3

#### 3. Get the numbers that have certain properties

- $prime(my\_list, from\_index, to\_index)$  get prime number between the two given index
  - e.g.  $prime(my\_list, 1, 5)$  get the prime numbers from the array found at indices 1..5
- $odd(my\_list, from\_index, to\_index)$  get odd number between the two given index
  - e.g.  $odd(my\_list, 1, 5)$  get the odd numbers from the array found at indices 1..5

#### 4. Obtain different characteristics from sub-arrays

•  $sum(my\_list, from\_index, to\_index)$  – get sum of elements between the two given index

- e.g.  $sum(my\_list, 1, 5)$  get the sum of elements 1..5
- gcd(my\_list, from\_index, to\_index) get greatest common divisor of elements between the two given index
  e.g. gcd(my\_list, 1, 5) get the greatest common divisor of elements
  1...5
- max(my\_list, from\_index, to\_index) get maximum of elements between the two given index
  e.g. max(my\_list, 1, 5) get the maximum of elements 1..5

#### 5. Filter values

- filter\_prime(my\_list) keep only prime numbers, remove the other elements
- filter\_negative(my\_list) keep only negative numbers, remove the other elements

#### 6. Undo

undo() – undo the last operation that modified the array

## P2. Programming competition

In a programming competition, after the evaluation of solutions, the evaluation committee records in an array the scores obtained by participants after solving the problems (at index i in the array, the score of the i<sup>th</sup> participant is stored). Given that the participants to the competition had to solve 10 problems, each evaluated to a maximum of 10 points, help the committee to access the following features offered by the program:

#### 1. Add the result of a new participant to the array

- add(score\_list, value) value as last element of score\_list
- insert(score\_list, index, value) insert number value at index (the index of the first element is 0)

#### 2. Modify the scores in the array (as a result of appeals)

- remove(score\_list, index) removes the element at index
- remove(score\_list, from\_index, to\_index) removes elements between the two given index
   e.g. remove(score\_list, 1, 3) – removes the elements at indices 1, 2 and 3
- replace(score\_list, index, new\_value) replaces the score on index with new value

#### 3. Get the participants with scores having some properties

- less(score\_list, value) get participants with score less than value
- sorted(score\_list) get all participants sorted by their score
- sorted(score\_list, value) get the participants with scores higher than value sorted

#### 4. Obtain different characteristics of participants

- avg(score\_list, from\_index, to\_index) get the average score for participants between the two given index
  e.g. avg(score\_list, 1, 5) get the average score for participants 1..5
- min(my\_list, from\_index, to\_index) get minimum score for participants between the two given index

e.g.  $min(score\_list, 1, 5)$  – get the minimum score for participants 1..5

•  $mul(score\_list, value, from\_index, to\_index)$  – get the score of participants between the two given index, which are multiples of value e.g.  $mul(score\_list, 10, 1, 5)$  – get the score of participants 1..5, which are multiples of 10

#### 5. Filter values

- filter\_mul(score\_list, value) keep only participants with scores multiple of value, removing the other participants (scores)
- filter\_greater(score\_list, value) keep only participants with scores higher than value, removing the other participants (scores)

A2 – number of the assignment

#### 6. Undo

• undo() – undo the last operation that modified the array



## Submission

Total points: 10

You need to submit an **archive** (e.g. .zip, .rar, etc) with the source code (**only** your own .py files created, without venv or other generated files) to the assignment on **Teams** before the deadline. Please use the following convention to name the archive file:

*sfmie*1234\_*A*2. *zip*, where *s* – first letter of your surname

f – first letter of your first name mie – stand for mathematics informatics in English 1234 – is your matriculation number

If something is not clear, please ask me.



## Key

- 1p Default
- 1p Work during lab 3
- 1p Work during lab 4
- 4p Modules and Iteration 3 correctly implemented
- 1p At least 10 data examples for each iteration
- 1p At least 3 assertions for each iteration
- 1p Documentation

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