# (Ch 17-B) Python Code Reading Recitation B

## Functions [1/7]

```
# 8-1 greeter.py

def greet_user(username):
    """Display a simple greeting."""
    print("Hello, " + username.title() + "!")

greet_user('jesse')
```

```
# 8-2 pets.py
 3

def describe pet(pet name, animal type='dog'):
         """Display information about a pet."""
         print("\nI have a " + animal type + ".")
 5
         print("My " + animal type + "'s name is " + pet name.title() + ".")
 6
 8
     # A dog named Willie.
 9
     describe pet('willie')
10
     describe pet(pet name='willie')
11
12
    # A hamster named Harry.
     describe pet('harry', 'hamster')
13
14
     describe pet (pet name='harry', animal type='hamster')
     describe pet (animal type='hamster', pet name='harry')
15
```



## Functions [2/7]

```
# 8-3 formatted name.py
 1
 3

  def get formatted name(first name, last name, middle name=''):
         """Return a full name, neatly formatted."""
 5
6
7
         if middle name:
             full name = first name + ' ' + middle name + ' ' + last name
         else:
 8
             full name = first name + ' ' + last name
 9
         return full name.title()
10
     musician = get formatted name('jimi', 'hendrix')
11
     print(musician)
12
13
14
     musician = get formatted name('john', 'hooker', 'lee')
15
     print(musician)
16
```



Functions [3/7]

```
# 8-4 peson.pv
 2
 3

    def build person(first name, last name, age=''):
         """Return a dictionary of information about a person."""
 6
         person = {'first': first name, 'last': last name}
        if age:
 8
             person['age'] = age
 9
         return person
10
11
     musician = build person('jimi', 'hendrix', age=27)
12
     print (musician)
```

```
# 8-5 greet_users.py

def greet_users(names):
    """Print a simple greeting to each user in the list."""

for name in names:
    msg = "Hello, " + name.title() + "!"
    print(msg)

usernames = ['hannah', 'ty', 'margot']
greet_users(usernames)
```

## Functions [4/7]

```
# 8-6 printing models.py
 3

☐def print models (unprinted designs, completed models):

 4
         Simulate printing each design, until there are none left.
         Move each design to completed models after printing.
 8
 9
         while unprinted designs:
10
             current design = unprinted designs.pop()
11
12
             # Simulate creating a 3d print from the design.
             print("Printing model: " + current design)
13
14
             completed models.append(current design)
15

⊟def show completed models (completed models):
16
17
         """Show all the models that were printed."""
         print("\nThe following models have been printed:")
18
19
         for completed model in completed models:
20
             print(completed model)
21
22
23
     unprinted designs = ['iphone case', 'robot pendant', 'dodecahedron']
24
     completed models = []
25
     print models (unprinted designs, completed models)
26
27
     show completed models (completed models)
```

#### Functions [5/7]

```
# 8-7 pizza.py

def make_pizza(size, *toppings):
    """Summarize the pizza we are about to make."""

print("\nMaking a " + str(size) +
    "-inch pizza with the following toppings:")

for topping in toppings:
    print("- " + topping)

make_pizza(16, 'pepperoni')
make_pizza(12, 'mushrooms', 'green peppers', 'extra cheese')
```



## Functions [6/7]

```
# 8-8 user profile.py
 2
 3
    □def build profile(first, last, **user info):
         """Build a dictionary containing everything we know about a user."""
 5
         profile = {}
         profile['first name'] = first
 7 8 9
         profile['last name'] = last
         for key, value in user info.items():
             profile[key] = value
10
         return profile
11
12
    □user profile = build profile ('albert', 'einstein',
13
                                   location='princeton',
14
                                   field='physics')
     print(user profile)
15
```



### Functions [7/7]

```
# 8-9 making_pizzas.py

import pizza as p

p.make_pizza(16, 'pepperoni')
p.make_pizza(12, 'mushrooms', 'green peppers', 'extra cheese')
```



#### Class Code [1/7]

```
# 9-1 dog.py
 2
    ⊟class Dog():
 4
         """A simple attempt to model a dog."""
 5
 6
         def init (self, name, age):
             """Initialize name and age attributes."""
 8
             self.name = name
 9
             self.age = age
10
11
         def sit(self):
12
             """Simulate a dog sitting in response to a command."""
13
             print(self.name.title() + " is now sitting.")
14
15
         def roll over (self):
             """Simulate rolling over in response to a command."""
16
17
             print(self.name.title() + " rolled over!")
18
19
20
     my dog = Dog('willie', 6)
21
     your dog = Dog('lucy', 3)
22
23
     print("My dog's name is " + my dog.name.title() + ".")
24
     print("My dog is " + str(my dog.age) + " years old.")
25
     my dog.sit()
26
27
     print("\nMy dog's name is " + your dog.name.title() + ".")
     print("My dog is " + str(your dog.age) + " years old.")
28
29
     your dog.sit()
                                                                             9
```

Class Code [2/7]

```
# 9-2 car.pv
 2
 3
     """A class that can be used to represent a car."""
 5
    □class Car():
         """A simple attempt to represent a car."""
 6
 7
 8
         def init (self, manufacturer, model, year):
             """Initialize attributes to describe a car."""
 9
10
             self.manufacturer = manufacturer
11
             self.model = model
12
             self.year = year
13
             self.odometer reading = 0
14
15
         def get descriptive name (self):
             """Return a neatly formatted descriptive name."""
16
             long name = str(self.year) + ' ' + self.manufacturer + ' ' + self.model
17
             return long name.title()
18
19
20
         def read odometer (self):
21
             """Print a statement showing the car's mileage."""
             print("This car has " + str(self.odometer reading) + " miles on it.")
22
23
24
         def update odometer (self, mileage):
25
26
             Set the odometer reading to the given value.
27
             Reject the change if it attempts to roll the odometer back.
28
29
             if mileage >= self.odometer reading:
30
                 self.odometer reading = mileage
31
             else:
32
                 print("You can't roll back an odometer!")
33
34
         def increment odometer (self, miles):
             """Add the given amount to the odometer reading."""
35
36
             self.odometer reading += miles
```

# Class Code [3/7]

```
my_used_car = Car('subaru', 'outback', 2013)
print(my_used_car.get_descriptive_name())

my_used_car.update_odometer(23500)
my_used_car.read_odometer()

my_used_car.increment_odometer(100)
my_used_car.read_odometer()
```



#### Class Code [4/7]

```
# 9-3 electric car.py
 2
 3
     """A set of classes that can be used to represent electric cars."""
 4
 5
 6
     from car import Car
 8
    □class Battery():
9
         """A simple attempt to model a battery for an electric car."""
10
11 白
         def init (self, battery size=60):
12
             """Initialize the batteery's attributes."""
13
             self.battery size = battery size
14
15 白
         def describe battery (self):
             """Print a statement describing the battery size."""
16
             print("This car has a " + str(self.battery size) + "-kWh battery.")
17
18
19 白
         def get range (self):
             """Print a statement about the range this battery provides."""
20
             if self.battery size == 60:
21
22
                 range = 140
             elif self.battery size == 85:
23
                 range = 185
24
25
26
             message = "This car can go approximately " + str(range)
27
             message += " miles on a full charge."
28
             print (message)
29
30
   □class ElectricCar(Car):
31
         """Models aspects of a car, specific to electric vehicles."""
32
33
34
         def __init__(self, manufacturer, model, year):
35
36
             Initialize attributes of the parent class.
             Then initialize attributes specific to an electric car.
37
             11 11 11
38
39
             super(). init (manufacturer, model, year)
             self.battery = Battery()
40
```

```
my tesla = ElectricCar('tesla', 'model s', 2016)
print(my_tesla.get_descriptive_name())
my_tesla.battery.describe_battery()
```

#### Class Code [6/7]

```
# 9-4 my_car.py

from car import Car

my_new_car = Car('audi', 'a4', 2015)
print(my_new_car.get_descriptive_name())

my_new_car.odometer_reading = 23
my_new_car.read_odometer()
```

```
# 9-5 my_cars.py

from car import Car
from electric_car import ElectricCar

my_beetle = Car('volkswagen', 'beetle', 2015)
print(my_beetle.get_descriptive_name())

my_tesla = ElectricCar('tesla', 'roadster', 2015)
print(my_tesla.get_descriptive_name())

14
```

#### Class Code [7/7]

```
# 9-6 favorite languages.py
 3
     from collections import OrderedDict
 4 5
     favorite languages = OrderedDict()
 6
     favorite languages['jen'] = 'python'
8
     favorite languages['sarah'] = 'c'
 9
     favorite languages['edward'] = 'ruby'
     favorite languages['phil'] = 'python'
10
11
12

    for name, language in favorite languages.items():
13
         print(name.title() + "'s favorite language is " +
14
             language.title() + ".")
15
```

