## function: next seq

- 1. Inputs: a group of ordered elements, new element
- 2. Output: the group of elements with the first element omitted and the new element added to the end
- 3. The input group of elements is converted into a mutable type.
- 4. The first element from the group of ordered elements is removed.
- 5. The new element is added to the end of the group of ordered elements.
- 6. The group of elements is converted back into a non-mutable type.
- 7. The group of elements is returned.

## function: disjoint2

- 1. Inputs: input set 1, input set 2
- 2. Output: boolean indicating whether the sets are disjoint or not
- 3. For every element in the first input set, checks to see if that element is in the second input set.
- 4. If any element is in both sets, False is returned.
- 5. If after looping through, False was never returned, then True is returned.

## function: random\_choice\_weighted

- 1. Inputs: word to probability map, random probability generator
- 2. Output: word
- 3. A random probability is generated.
- 4. Every key mapped to every value in the input mapping is a pair.
- 5. For every key and every value in pairs, if the probability generated is less than the value, then the key (word) is returned.
- 6. Otherwise, the probability is reset to probability minus value and the process re-runs.

## function: generate\_text

- 1. Inputs: chain of words, number of words, starting function, random function
- 2. Output: random part of chain of words
- 3. The starting function selects a portion of the chain of words and it is stored.
- 4. An empty list (general term) for words to be added to is created.
- 5. For every word in the portion of chain of words, the word is added to the list.
- 6. For every other word not in the portion, if the word is succeeded by another, then the random function is used to randomly select the next word.
  - a. This word is added to the list.
- 7. The next\_seq helper function is called to get rid of the current word and look at the next word.
- 8. If the word doesn't have a successor, then the loop stops.
- 9. An empty string joined to the list of words is returned.

function: neural\_net

- 1. Inputs: input set, output set, # of hidden nodes
- 2. Output: directed graph
- 3. There are conditions that must be met before the function can run:
  - a. If the number of hidden nodes is < 0, None is returned.
  - b. If either set is empty, None is returned.
  - c. If the sets are not disjoint (helper function is used), None is returned.
- 4. An empty map is created to connect input nodes to hidden nodes and hidden nodes to output nodes.
- 5. Because output nodes are not connected to anything, an empty set is created.
- 6. For every element in input node set, the input node is mapped to a hidden node.
- 7. For every element in the hidden node set, the hidden node is mapped to an output node.
- 8. For every element in the output node set, the output node is mapped to the empty set.
- 9. The directed map is returned.