

MITx: 6.00.1x Introduction to Computer Science and Programming Using P...

	Week 7 > Problem Set 7 > Part 2B - Flexible and Fearful Adopters
Bookmarks	
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Overview	The Flexible and Fearful Adopters
▶ Entrance	(20 points possible)
Survey	Now that you have written the base class for the adopter types, we want to
▶ Week 1	represent different personalities and traits. The next two types of adopters will be the FlexibleAdopter and the FearfulAdopter, and both will be subclasses of the base Adopter class.
▶ Week 2	The Flexible Adopter
▶ Week 3	The FlexibleAdopter varies from the regular Adopter because a FlexibleAdopter is able to specify more than one species that they are
▶ Week 4	interested in, but will still have one preferred species. The FlexibleAdopter is a subclass of the Adopter class , and should inherit from it and only it. The FlexibleAdopter 'sinit method should look like the following:
▶ Quiz	rtexible Adopter sinit method should look like the following.
	init(self, name, desired_species, considered_species)
▶ Week 5	All of the inputs are the same as the Adopter class, <i>except</i> that
▶ Week 6	considered_species is a list of strings of alternative species that the person is interested in adopting.
▼ Week 7	The FlexibleAdopter 's scoring method also differs from the Adopter 's scoring method. You should override the method so that a score calculated
Lecture 13 - Trees - Time 51:54 Lecture Sequence	on a FlexibleAdopter will return a value that is the result of $adopter_score + 0.3 * num_other$ where:
Wrap up - Time 33:39	• <i>adopter_score</i> is the value that the Adopter class's score method returns
Problem Set 7 Problem Set due Aug 04, 2016 at 23:30 UTC	• <i>num_other</i> is the number of animals the adoption center has of all the other considered species
► Sandbox	Note that since considered_species is a list, you will have to iterate over the values to get the total number of considered pets that a specific adoption center has. The scoring method should take only one argument, the AdoptionCenter instance to calculate the score from.

Below, please write your implementation of the FlexibleAdopter class, including itsinit method and its _get_score(adoption_center) method.
The Fearful Adopter
The FearfulAdopter varies from the regular Adopter because a FearfulAdopter is afraid of one certain species of animal. While they may visit an AdoptionCenter that houses one or more of the feared species, their enthusiasm to visit the AdoptionCenter is reduced. The FearfulAdopter is a subclass of the Adopter class , and should inherit from it and only it. The FearfulAdopter isinit method should look like the following:
init(self, name, desired_species, feared_species)
All of the inputs are the same as the Adopter class, <i>except</i> that feared_species is a string that is the name of the feared species.
The FearfulAdopter 's scoring method also differs from the Adopter 's scoring method. You should override the method so that a score calculated on a FearfulAdopter will return a value that is the result of $adopter_score - 0.3*num_feared \text{ where:}$
• <i>adopter_score</i> is the value that the Adopter class's score method returns
• <i>num_feared</i> is the number of animals the adoption center has of the feared species
The scoring method should take only one argument, the AdoptionCenter instance to calculate the score from.
Below, please write your implementation of the Fearful Adopter class, including itsinit method and itsget_score(adoption_center) method.

1 # Enter your code for the FlexibleAdopter and FearfulAdopter classes here

Unanswered

You have used 0 of 30 submissions

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