



INDIAN INSTITUTE
OF TECHNOLOGY
PALAKKAD

COMPUTER SCIENCE AND ENGINEERING
Indian Institute of Technology, Palakkad
CS5107: Programming Lab
Lab 2: The plot thickens

27 Dec, 2020

Time: 1 week

Max points: 100

1. Some instructions for you codes:

- Codes should be compatible with *Python3*.
- Code for each question should be placed in separate file (*Q2.py*, *Q3.py*, *Q4.py* and *Q5.py*).
- Codes should be properly commented.

2. Create a class `PieChart` such that

[45]

- It should be possible to create an object of this type from a dictionary mapping labels to positive numbers.

```
p = PieChart({'Frogs': 10, 'Dog': 25})
```

- Exception should be thrown if any label is not a string or any value is not a positive numeric.

```
p = PieChart({1, 23})
```

Expected output:

```
<class 'Exception'>  
Label should be string
```

```
p = PieChart({'Frog': '30'})
```

Expected output:

```
<class 'Exception'>  
Value should be a postive numeric
```

```
p = PieChart({'Frog': -10})
```

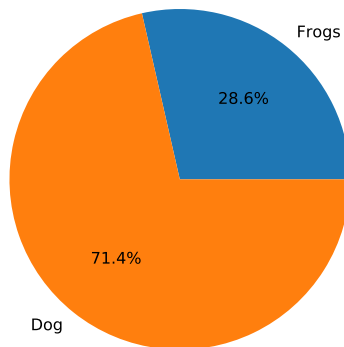
Expected output:

```
<class 'Exception'>  
Value should be a postive numeric
```

- It should have method `show` to display/plot the actual pie-chart corresponding to this object.

```
p = PieChart({'Frogs': 10, 'Dog': 25})  
p.show()
```

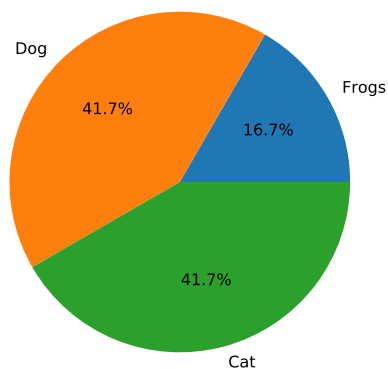
Expected output:



- Overload the `+` operator so that one can add a tuple consisting of a label and value to the *PieChart* object.

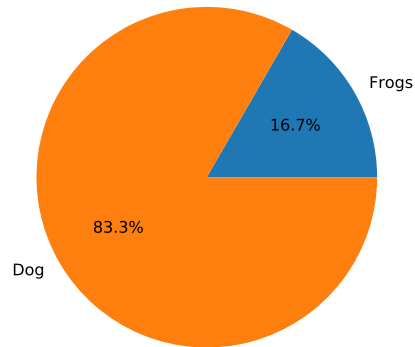
```
p = PieChart({'Frogs': 10, 'Dog': 25})  
p = p + ('Cat', 25)  
p.show()
```

Expected output:



```
p = PieChart({'Frogs': 10, 'Dog': 25})  
p = p + ('Dog', 25)  
p.show()
```

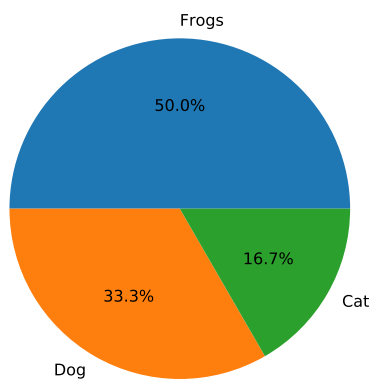
Expected output:



- An appropriate exception should be thrown if the tuple does not have 2 elements, or first tuple element is not a string, or second tuple element is not a positive numeric.
- Overload the + operator so that one can add together two *PieChart* objects.

```
p = PieChart({'Frogs': 10, 'Dog': 20})  
p = p + PieChart({'Frogs': 20, 'Cat': 10})  
p.show()
```

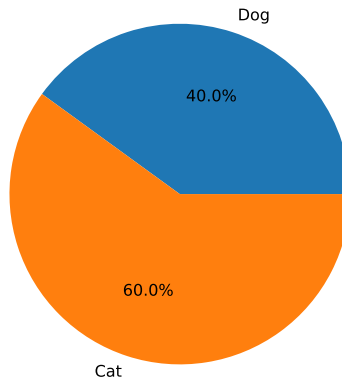
Expected output:



- Overload the `–` operator so that one can delete a label (and its corresponding value) from the *PieChart* object.

```
p = PieChart({'Frogs': 10, 'Dog': 20, 'Cat':30})
p = p - 'Frogs'
p = p - 'Lions'
p.show()
```

Expected output:



3. Let X_1, X_2, \dots be a sequence of i.i.d. Bernoulli random variables with mean μ and variance σ^2 . Define $\tilde{X}_n := \frac{1}{n} \sum_{i=1}^n X_i$. Then $\frac{\tilde{X}_n - \mu}{\sigma/\sqrt{n}}$ looks like *standard normal distribution* as $n \rightarrow \infty$. This is a famous result and is known as the *Central Limit Theorem (CLT)*. For details refer the Wikipedia page on CLT. Using the `FuncAnimation` function of *matplotlib*, create an animation to demonstrate CLT. A reference animation is available at [animation link](#). Try to match the reference animation as much as possible.

[20]

4. Create a class **Sines** such that

[20]

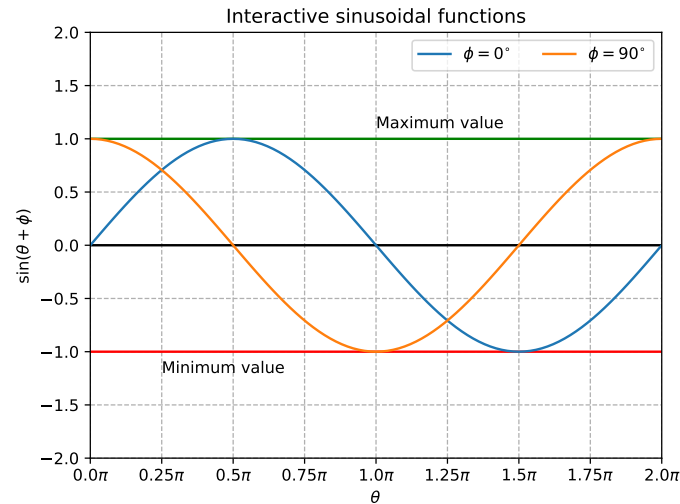
- It should have method `addSine` that allows one to add any sine function with unit amplitude to this an object of type **Sine**. `addSines` should take the phase offset (in degree) as its argument.

```
s = Sines()
s.addSine(0)
s.addSine(90)
```

- It should have method `show` to display/plot all the sine functions added to an object of this type. Your plots should match the expected format as much as possible.

```
s = Sines()
s.addSine(0)
s.addSine(90)
s.show()
```

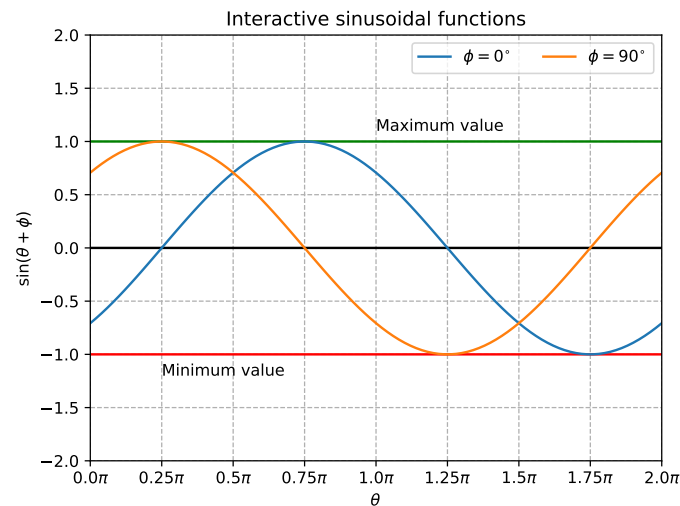
Expected output:



- It should have method `shiftRight` to shift all sine functions to the right. This method should take the shift amount (in degree) as its argument.

```
s = Sines()
s.addSine(0)
s.addSine(90)
s.shiftRight(45)
s.show()
```

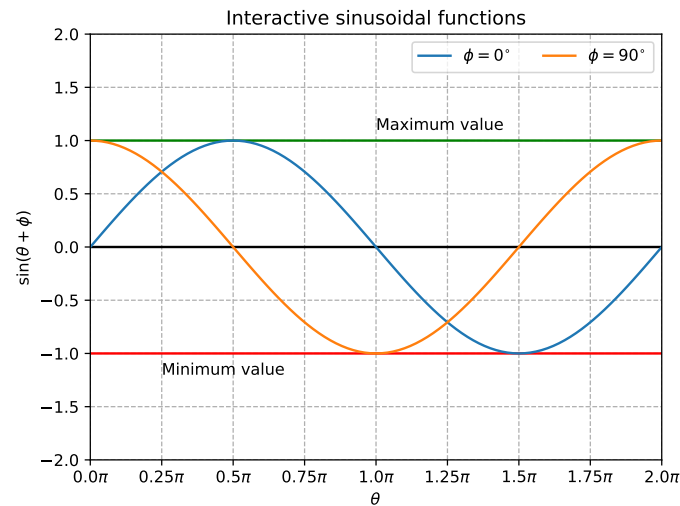
Expected output:



- It should have method `shiftLeft` to shift all sine functions to the left. This method should take the shift amount (in degree) as its argument.

```
s = Sines()
s.addSine(0)
s.addSine(90)
s.shiftRight(45)
s.shiftLeft(45)
s.show()
```

Expected output:



5. To the above class, add a method `interact` that will allow one to interact with the plot using the following keys. [15]

- A press of *d* key will move the x-axis (and the curves) to the right a constant speed.
- A press of *a* key will move the x-axis (and the curves) to the left a constant speed.
- A press of *spacebar* will pause/unpause the movement.
- A press of *r* key will reset the curves to their initial position.

```
s = Sines()
s.addSine(0)
s.addSine(30)
s.addSine(45)
s.shiftRight(45)
s.interact()
```

Expected output: Refer the sample interaction video.