Outline for October 30, 2024

Reading: §11

Due: Homework 2, due October 30, 2023

- 1. Writing a program to play rock-paper-scissors: top-down design
 - (a) Problem statement and general algorithm idea
 - (b) Data representation and program structure [*rps-1.py*]
 - (c) Figure out who wins [*rps-2.py*]
 - (d) Get computer choice [*rps-3.py*]
 - (e) Get user input [*rps-4.py*]
 - (f) Make it user-friendly [*rps-5.py*]
- 2. Recursion: permutations of characters in a string [perm.py]
- 3. Pattern matching
 - (a) Regular expressions
 - (b) Atoms: letters, digits
 - (c) Match any character except newline: .
 - (d) Match any of a set of characters: [0123456789], [^0123456789], [0-9]
 - (e) Repetition: *, +, $\{m, n\}$; greedy matching; put ? after and they match as few characters as possible
 - (f) Match start, end of string: ^, \$; \$ matches end of line, also
 - (g) Grouping: (,)
 - (h) Escape metacharacters: \setminus
- 4. Useful functions/methods [*recomp.py*, *renocomp.py*, *regroup.py*]
 - (a) re.compile(*str*) compiles the pattern into *pc* (that is, pc = re.compile(str))
 - (b) pc.match(str) returns None if compiled pattern pc does not match beginning of string str
 - (c) pc.search(str) returns None if pattern pc does not match any part of string str
 - (d) pc.findall(str) returns a list of substrings of the stringstr that match the pattern pc
 - (e) pc.group(str) returns the substring of the string str that the pattern pc matches
 - (f) pc.start(str) returns the starting position of the match
 - (g) *pc*.end(*str*) returns the ending position of the match
 - (h) pc.span(str) returns tuple (start, end) positions of match