Lab 10 Feedback

- Close files you open (reading/writing)
- Use methods you've already written
  - addPerson
- What to return when errors

Lab 11: Three Parts

- Linux practice:
  - Using the **wc** command
- Social Network extensions
  - Binary search – find people in same network
    - Requires adding __cmp__ method to Person class
  - Exception handling – handling bad files
  - UI: add search functionality
- Two-dimensional lists
  - Including Connect Four

wc Command

- **wc**: Word Count
  - Count up the lines of Social Network code from Lab 10
  - Compare with code for this assignment
- Specific directions are in the lab

Social Network, Extended

- Searching
  - Allows you to search for people by their network
  - Update *SocialNetwork* and *Person* classes and UI appropriately

Summary of Modifications to Binary Search

- Check the *network* of the Person that is at the midpoint
- After found, add to the list of Persons who match
  - Get the Persons before and after that person in the list that have the same network and add to list
- Represent (in method) and handle (in UI) when no people belong to network
- For "most intuitive" results:
  - Lowercase the key
    - Changes algorithm again slightly

Social Network, Extended

- Exception handling
  - Every place opening a file (in the methods that you wrote), add exception handling
    - Print out error message and return from method
  - Better: return True or False from method
    - True if works
    - Then UI can check what returned and print appropriate message

```
try
    <code that could throw an exception>
except [error-type]:
    <handle exception appropriately>
```

SocialNetwork Code

- Fix the major problems in your code first
- Or, use the code in the handouts/lab11 directory
  - person.py, social.py, facespace.py

2D List Practice

- Creating, printing, processing 2D list

- ConnectFour
  - Opportunities for extra credit

ConnectFour Class

- Data
  - Board
- Methods
  - Constructor
  - Display the board
  - Play the game
    - Repeat:
      - Get input/move from user
      - Check if valid move
      - Display board
      - Check if win
      - Change player

Reminders

- Bring your final exam envelopes to me by Friday so that I can stuff them
- Bring your final exam questions tomorrow
- Course evaluations will be on Sakai under Tests & Quizzes starting at 9 p.m. tonight
  - 70% complete evaluations → 2% reduction in labs points possible; for every 10%, additional 1%

Thanks to Will and Camille for their help this semester!