Objectives

- Lab 10 Review
- Search strategies

Lab 10

- First, using an existing class
  - Check out the test code – how does it work?
  - Examples of defining methods, using objects/ methods
- If the US government wanted us to find the most common names (of the year, of the population), what would we need to do?

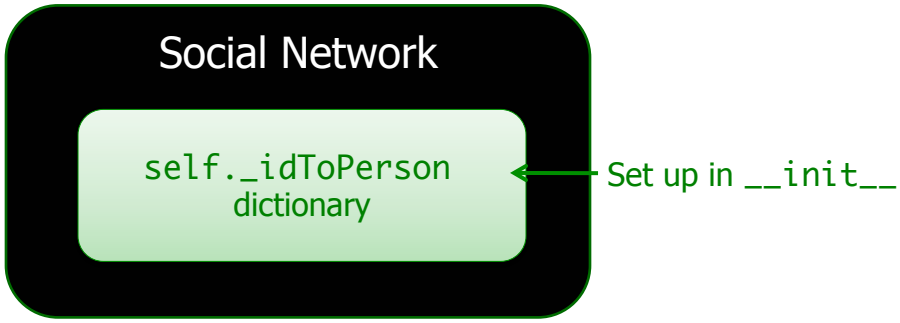
Lab 10

- Trying to solve a real problem
- Started with designing the solution from a vague specification
- Broke into smaller problems (different classes, different responsibilities)
- Implementing smaller components
  - Following the specification
- Building to large component

Lab 10 Discussion

- How can we call other methods of the data type when we're in one method of the data type?
  - Example: If I'm in the `__str__(self)` method of the Person class, how can I call the `getNumFriends()` method?
- How do the `SocialNetwork` class and `Person` class work together?

SocialNetwork



Do I need to do operations on the dictionary?
- Then operate on `self._useridToPerson`

Do I need to do operations on a `SocialNetwork`?
- Then, call methods on `self`.

The Common Conundrum

- You have a large tool box.
- You need to keep track of all the tools you have in your box
  - You will be combining a variety of tools in different ways

This is **Problem Solving**!

The Common Conundrum

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This is **Problem Solving**!

- How can you figure out what tool to use?
  - How am I representing this information? What is its type?
  - What operations/methods/functions are available?
  - When I ran into this situation before, how did I solve it?
  - How can I make it clearer what is going on?

Lab 10 FAQ for common issues

References

- Check out the slides for lab10
  - Hints on reading in files
- Lab 10 FAQ
- What problem is this similar to?

- Student assistants 7-9 p.m. Wed, Thurs

Uncommon Conundrum

- small_connections.txt version from yesterday didn't match small.txt
  - Has been fixed if you want to recopy it

APIs

Person

- Person(userid)
- str(person)
- getName()
- getNetwork()
- getFriends()
- getNumberOfFriends()
- getId()
- setName(newName)
- addFriend(person)

SocialNetwork

- SocialNetwork()
- str(socialNetwork)
- getPerson(userid)
- getPeople()
- getUserIds()
- addConnection(id1, id2)
- addConnections(filename)
- display()
- addPeople(filename)
- …

Your names may be different

Schedule

Changes not reflected in lab.
Will fix before end of day tonight.

- Friday – electronic turnin
  - All of Person
    - Tested
    - person.out
  - Most of SocialNetwork
    - not add connections
    - exporting people
  - Testing those methods
- Monday
  - Submit: electronic turnin (will make copy of Friday's turnin), printed
  - Finish SocialNetwork
    - socialnetwork.out
  - Complete facespace.py
    - Should be fairly straightforward
    - Use your API and refer to examples
    - facespace.out

Schedule

- No Broader Issue for Friday
  - Push to Wednesday of next week

SEARCHING

Search Using `in`

- Iterates through a list, checking if the element is found
- Known as ***linear search***
- **Implementation:**

```
def linearSearch(searchlist, key):
    for elem in searchlist:
        if elem == key:
            return True
    return False
```

8	5	3	7
0	1	2	3

value

pos

What are the strengths and weaknesses of implementing search this way?

Linear Search

- **Overview**: Iterates through a list, checking if the element is found
- **Benefits:**
  - Works on *any* list
- **Drawbacks**:
  - Slow -- needs to check each element of list if the element is not in the list

High-Low Game/TPIR Clock Game

- I'm thinking of a number between 1-100
- You want to guess the number as quickly as possible, i.e., in fewest guesses
- For every number you guess, I'll tell you if you got it right. If you didn't, I'll tell you whether you're too high or too low

Reminder: write down guesses

High-Low Game/TPIR Clock Game

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➔What is your best guessing strategy?

Strategy: Eliminate Half the Possibilities

- Repeat until find value or looked through all values
  - Guess middle value of possibilities
  - If match, found!
  - Otherwise, find out too high or too low
  - Modify your possibilities
    - Eliminate the possibilities from your number and higher/lower, as appropriate
- Known as ***Binary Search***

Searching…

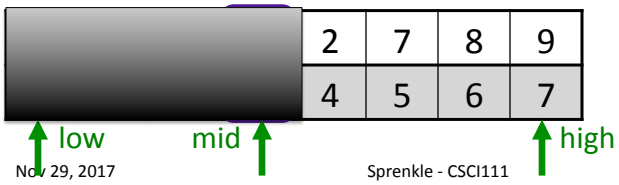
value	-3	0	0	1	2	7	8	9
pos	0	1	2	3	4	5	6	7

Use algorithm to search for key = 8

Searching for 8

-3	0	0	1	2	7	8	9
0	1	2	3	4	5	6	7

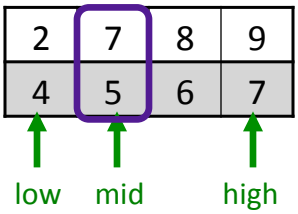
- Find the middle of the list
  - Positions: 0-7, so mid position is ((7+0)//2) = 3
- Check if the key equals the value at mid (1)
  - If so, report the location
- Check if the key is higher or lower than value at mid
  - Search the appropriate half of the list



8 > 1, so look in upper half

Searching for 8

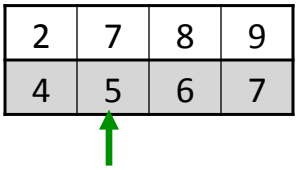
- mid is 5 ((7+4)//2), list[5] is 7



8>7,
so look in upper half

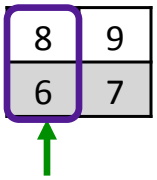
Searching for 8

- mid is 5 ((7+4)//2), list[5] is 7



8>7,
so look in upper half

- mid is 6 ((7+6)//2), list[6] is 8



8==8,
FOUND IT at position 6!

What if searched for 6 instead of 8?

Searching for 6

-3	0	0	1	2	7	8	9
0	1	2	3	4	5	6	7

- Will follow same execution flow, but 6 is not in the list
- mid is 6, list[5] is 7

2	7	8	9
4	5	6	7

6 < 7, so will try to look in lower half of the list

- mid is 4, list[4] is 2

2
4

6>2, so will try to look in upper half of the list, but we've already determined it's not there.

How do we know to stop looking?

Implementation Group Work

```
def search(searchlist, key):
    """Pre: searchlist is a list of
integers in sorted order.  Returns the
position of key (an integer) in the list
of integers (searchlist) or -1 if not
found"""
```

- Trace through your program using examples
  - Start simple (small lists)
  - Do what the program says *exactly*, not what you *think* the program says

Looking Ahead

- Lab 10