

(35)

BudgetObj.py

class BudgetObj:

```
def __init__(self, expenseType, maxAmount):  
    self.expType = expenseType  
    self.maxAmount = maxAmount  
    self.currentAmount = 0
```

```
def getExpenseType(self):  
    return self.expType  
def getMaxAmount(self):  
    return self.maxAmount  
def getCurrentAmount(self):  
    return self.currentAmount
```

def set Current Amount (self): current Amount

38

def print (self):

print (self. exp type. Just (12),

str (" \$%.0.2f % " % self. max Amount))

class Budget Obj List:

def __init__ (self, budget File):

read budget File and

add entries into Budget Obj

in the list.

read file

f = open (budget File)

lines = f. readlines ()

f. close ()

P Budget List	
meal	1
380	
390	
380	
:	

Budget Obj List
→ List of Budget Objects

(37)

```
# initialize budgetlist with empty list
self.budgetlist = []
budgetType, Maximum
# parse the lines
for i in range(len(lines)):
    list split fields in line
    list = lines[i].split(",")
```

```
# Read expType
expType = list[i][4].strip('"')
if expType == "Type":
    # skip header of budget.txt
    continue
# read max amount
maxAmount = list[i][7].strip('$')
# create Budget obj
b = BudgetObj(expType expType, maxAmount)
```

budgetlist
obj
obj
.

self.budgetList.append(b)

(38)

~~#~~ end of constructor

```
def print(self): #print BudgetObjList:
```

```
    print()
```

```
    print("== Budget ==")
```

```
    print("Type: list(), 'Max Amount': list()")
```

```
#print all entries in budgetList
```

```
#total = 0
```

```
for b in self.budgetList:
```

```
    #print this budget entry.
```

```
        b.print()
```

```
    total = total + b.getMaxAmount
```

```
    print("Total = " + str(total) + " % Total")
```

```
def main():
```

```
    budgetList = BudgetObjList("budget")
```

```
    budgetList.print()
```

Call main only if we run Budget05+directly
If __name__ == __main__:
Main()

(39)

✓

Step 1

Read budget.txt

~~create~~

readBudget(budgetFile)

return budgetList

{ 'exctype': exctype, 'maxAmount': }

Print type Maxamount

'Shool' 100

Step 2

read 'expense.txt'

readExpenses(expenseFile)

return expseList

Expenses

Date Description Type

02/03/2017 Indiana Water Utility

Check

Amount

30

Use as budget.pro
to write expenses

Print
table

Utility
Shool

Step 3

Implement expenseByType

expenseByType(expenses, budget)

list of all expenses returned by readExpense
list of all entries returned by budget returned by readBudget

It will generate a new list
expByType that contains entries

<u>expByType</u>	<u>amt</u>	<u>maxamt</u>
------------------	------------	---------------

def expenseByType(expenses, budget):

initialize empty list for expByType

expByType = [] # initialize list with types and amt:

for b in budget:

expByType.append(

{ 'expType': b.expType, 'amt': 0, 'maxamt': b.maxamt }

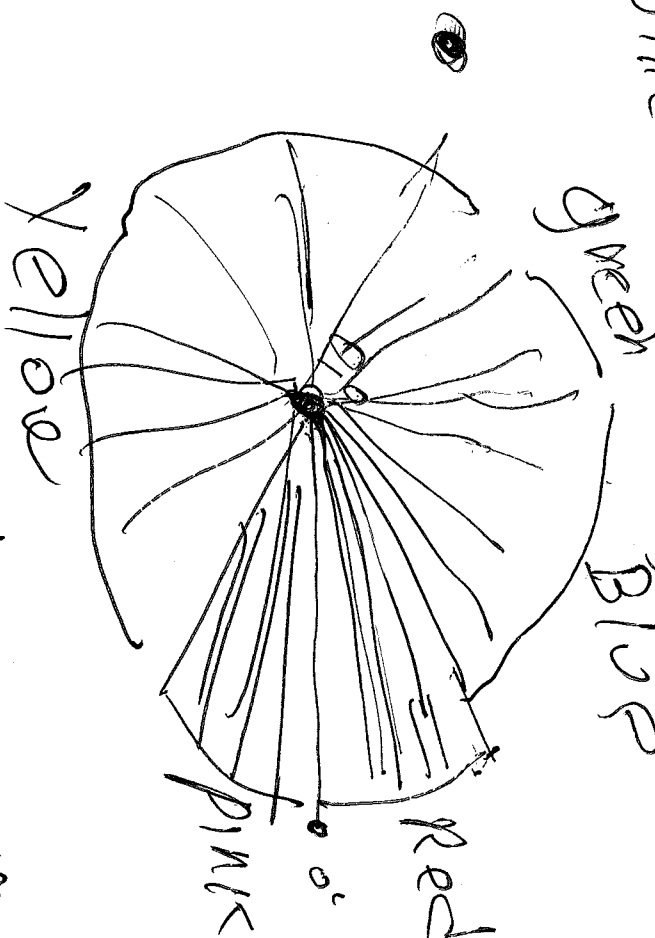
42

```
# Iterate over all expByType entry
for x in expByType: utilities
    for all entries in expenseList:
        if entry in expense has type equal
        to x.expType.
            Add amount in e to amount in x
```

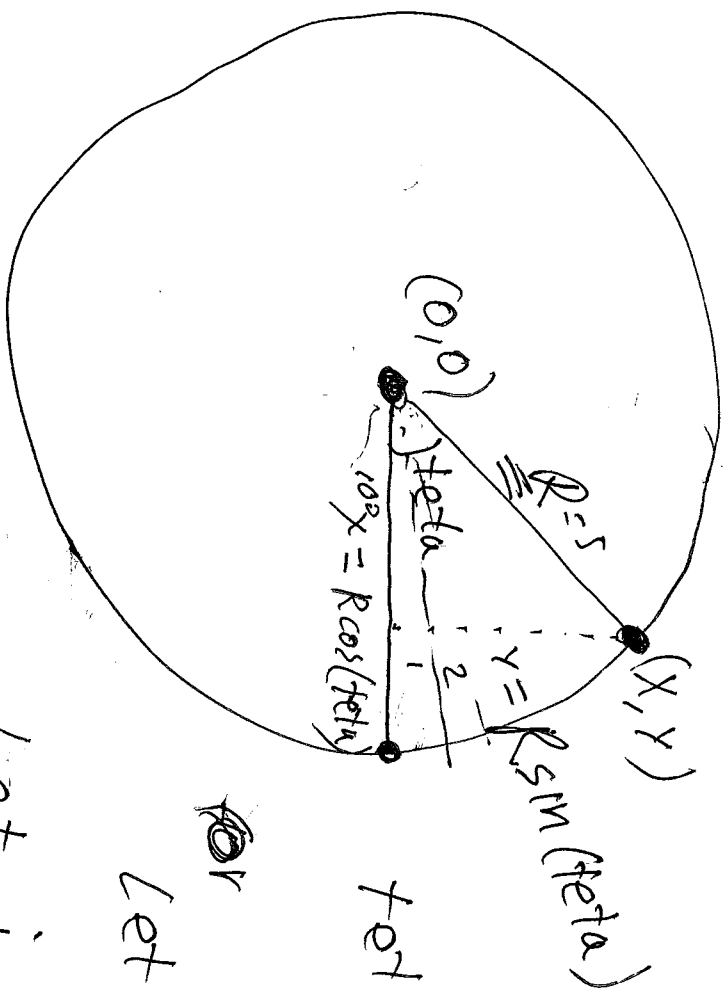

Step 4

Draw Piechart

Drawing a filled circle using lines.



Number of lines is proportional
to the percentage for expense
type.



theta = 0 ... 360
 0 ... 2π
 for 0 ... 1000 lines

Let $n = 1000$ #Number of lines

Let i the number for the
 i th line $i = 0 \dots 1000$

$$\text{theta} = \frac{i * 2\pi}{n}$$

#Drawing a circle filled with lines.
 $n = 1000$

for i in range($n+1$):

$$\text{theta} = i * 2\pi / n$$

$$x = R * \cos(\text{theta})$$

$$y = R * \sin(\text{theta})$$

```
#draw line  
line = Line(Point(0,0), Point(x,x))  
line.setFill("red")  
line.setWidth(5)  
line.draw(win)
```

(45)

Ch 11. Collections

46

We have seen collections already in some of the programs.

Types of Collections

Lists

Lists are indexed with a number that represents the position of the element in the list.

```
l = []
```

```
l.append(1)
```

```
l.append(5)
```

```
l.append(?)
```

```
print("l =", l) → Output: l [1, 5, ?]
```

```
l[0] = 3
```

```
print("l[0] =", l[0]) output: 3
```

```
print("l =", l) → Output: l [3, 5, ?]
```

Dictionaries

(47)

`d = { }` # initialization

`d['kiwi'] = 5`

A dictionary is indexed by a 'key' that often it is a string.

`d['banana'] = 8`

`d['orange'] = 3`

`print("d=", d)`

Output:

`{ 'kiwi': 5, 'banana': 8,`

`print("d['kiwi']=", d['kiwi'])`

Output: `d['kiwi'] = 5`

`d['banana'] = 5`

`print("d=", d)`

Output:

`{ 'kiwi': 5, 'banana': 5, 'orange': 3 }`

Example:

(48)

Using a dictionary to count the words in a file.

We will open the file and read it.

Then we extract the words one by one and if it is the first time we find the word we add it to a dictionary with a value of 1. If it is already there we increase the value.

→ We print a histogram of the words at the end.

```
#wordfreq.py
#
```

```
def main():
    print("Program that prints word frequency")
```

```
#read the name of the file
```

```
fname = input("Type file to analyze: ")
```

```
# Open file and read it all at once
# and put it in string "text".
```

```
text = open(fname, 'r').read()
```

```
text = text.lower() # words are case insensitive
```

```
# The text may contain special characters
# such as punctuation like '!', ',', '...',
```

```
# we substitute them by spaces.
```

```
# iterate over all special characters
# and substitute by space;
```

text: banana
apple
apple.

```
words = [ for ch in '! : ; ? . ... ' : (50)
            'apple', text = text.replace(ch, '') ]
words words = text.split() # create an array
                                # with all words
                                # in texts
'apple',
'banana',
'kiwi'] # Construct a dictionary called "counts"
        # with all the occurrences of each word.
counts = {}
for w in words:
    counts[w] = counts.get(w, 0) + 1 # increment
                                     # count for
                                     # this word
'apple': 2,
'banana': 1,
'kiwi': 1 }
```

print counts in any order
print(counts)

→ printing dictionary in any order
may be in

(51)

we would like to print
the counts sorted alphabetically.
print("Counts by word alphabetically")

Convert the dictionary ^{counts} into a list
of items to be able to sort it
items = list(counts.items())

('banana', 1),
('kiwi', 1)]

Now we can sort the items list
alphabetically
items.sort()

print histogram sorted alphabetically
for i in range(len(items))
word, count = items[i] # get word and
print(word, ': ', count) # count from item

Statistics object

- An object that stores a list of numbers and has methods that return mean, median, std deviation etc.

```
# statistics.py
```

```
# class Statistics:
```

```
    def __init__(self):
```

```
        self.nums = [] # nums stores list of numbers  
                        # initially empty
```

```
    def getNumbers(self): # read numbers from
```

```
        # console
```

```
        xStr = input("Enter number (<Enter> to quit):")
```

```
        while xStr != "": # continue while input is  
                           # not empty line
```

x = eval(~~X~~Str) #convert xStr to 53
 #a number

self.nums.append(x) #add x to nums

XStr = input("Enter number <Enter> to quit: ")

def mean(): #compute mean of nums.
 (average)

sum = 0
 for i in range(len(self.nums))
 sum = sum + self.nums[i]

avg = sum / len(self.nums)

return avg

def median():

self.nums.sort() #sort list of numbers.

size = len(self.nums)

middle = size // 2

if size % 2 != 0:

med = self.nums[middle] #odd case

0 2
 1 7
 2 9
 3 11
 4 14
 5

0 3
 1 4
 2 6
 3 8
 4 10
 5 12

median
 $= \frac{6+8}{2} = 7$

middle
 $= \frac{6}{2} = 3$

else:
med = (self.nums[middle] + self.nums[middle+1])
/2

return med

(54)

def stdDev()

sumStdDev = 0

m = ~~len~~ self.mean()

for i in range(len(self.nums)):
dev = self.nums[i] - m
sumStdDev = sumStdDev + dev * dev

return sumStdDev

~~def~~

def main():

s = Statistics()

Create statistics object.

s.getNumbers()

m = s.mean()

med = s.median()

(55)

```
stdD = s.stdDev()
print("mean=", m)
print("median=", med)
print("std Dev=", stdD)

if __name__ == '__main__':
    main()
# Only run main when
# statistics.py is not
# imported.
```