

CS150 - Lab Prep 7

Due: Friday April 4, at the beginning of class

For our lab, we're going to be writing a version of the word guessing game "hangman". For those who haven't played it before you can find many versions of it online or you can read more about it from Wikipedia ([http://en.wikipedia.org/wiki/Hangman_\(game\)](http://en.wikipedia.org/wiki/Hangman_(game))).

For this lab and the lap-prep, you may work with a partner. You must both be there whenever you are working on the assignment material.

Feedback (*optional*)

We're a bit over halfway through the course and I wanted to see how everything is going for you guys. I've setup a quick, anonymous survey online that you can take at:

<https://docs.google.com/spreadsheet/viewform?formkey=dFZoZnoyS1RWVW9PeW9DU2VkLW83VUE6MA>

It is optional, however, I would appreciate the feedback and it shouldn't take more than a minute or two.

I'll go over a summary of the results with you guys in class next week.

Handout

The handout for the lab this Friday is on the longer side. To make sure that you can get started on the lab and make some progress on Friday, *read through the entire lab assignment before coming to class on Friday.*

A demo

To get you familiar with what you'll be implementing for your assignment this week, I've provided you with an example program to run. Play with it a little bit before Friday. See the directions below depending on whether you're using Mac or Windows. You do not need to turn anything in for this section of the lab prep.

On Mac:

- Go to: <http://www.cs.middlebury.edu/~dkauchak/classes/cs150/assignments/assign7/>
- Download: `mac.hangman.zip`
- Unzip the file. This should create a directory called `hangman`
- Inside this folder, double-click on `hangman.command`. This should start the hangman game.

On Windows:

- Go to: <http://www.cs.middlebury.edu/~dkauchak/classes/cs150/assignments/assign7/>
- Download: `windows.hangman.zip`
- Unzip the file. This should create a directory called `hangman`
- Inside this folder, double-click on `hangman.pyc`. This should start the hangman game.

iterable

If you type:

```
>>> help(set)
```

and then look at the first few things it prints out, you'll see that the `set` class has two "constructors"

```
set() -> new empty set object
set(iterable) -> new set object
```

that is, two ways for creating new `set` objects. The first is used to create a new empty set. The second we've used with lists and strings to create new sets with some initial values.

The definition for this second constructor says that it takes as a parameter an object that is `iterable`. Some classes/objects are `iterable` and some are not. `iterable` classes/objects contain functionality that allow us to iterate over the elements in the list. For example, we can iterate over the items in an `iterable` object using a `for` loop:

```
for item in data:
    print item
```

`data` could be *any* `iterable` item. `strings`, `lists` and `sets` are all `iterable`, so we could assign any of these to `data` above and the loop would work (try it out if you're curious). Similarly, since the second constructor to `set` takes something that is `iterable` we could use any of these to create

a new `set`. This should explain why when we create a set from a string, as in `set("abcd")` we get a set consisting of the four characters in the string and not the string itself.

Once you're comfortable with this idea, write a function called `iterable_to_string` that takes a single parameter, which is some `iterable` object, and returns a string consisting of each item in the `iterable` object converted to a string using `str` and concatenated together, separated by a space. For example, here are a few calls to this function:

```
>>> iterable_to_string("abcd")
'a b c d '
>>> iterable_to_string([4, 3, 2, 1])
'4 3 2 1 '
>>> iterable_to_string(set([4, 3, 2, 1]))
'1 2 3 4 '
```

Notice that all of the strings returned actually have a space at the end as well. You don't have to, however, it's fine if yours does (an easy way to implement this function results in that behavior).

Turn in your code for this function on a piece of paper with your name on it for your lab prep. This is the only thing you are required to turn in for lab prep this time.