CSC148 fall 2013

more recursion, testing

week 4

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Outline

Class design for cheese

Recursion on nested lists

Testing, big and small

Separation of concerns

`DomainStools` $\longrightarrow$ `ManualController` $\longleftarrow$ `CheeseView`

nesting depth of list

Define the `nesting-depth` of `L` as 1 plus the maximum nesting depth of `L`'s elements if `L` is a list, otherwise 0.

- the definition is almost exactly the Python code you write!
- start by writing `return` and pythonese for the definition:

  ```
  return 1 + max([nesting_depth(x) for x in L]) if ...
  ```

- deal with the special case of a non-list

maximum number in nested list

Use the built-in `max` much like `sum`

- how would you find the max of non-nested list?

  `max(...)`

- how would you build that list using a comprehension?

  `max([...])`

- what would you do with list items that were themselves lists?

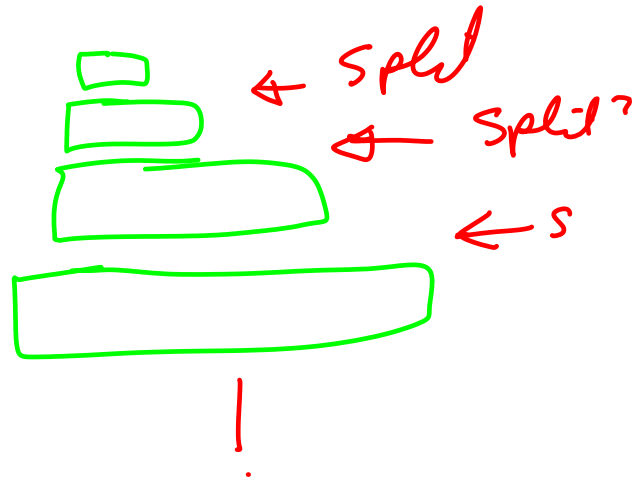
  `max([rec_max(x) ...])`

- get some intuition by tracing through flat lists, lists nested one deep, then two deep...

get some turtles to draw

Spawn some turtles, point them in different directions, get them to draw a little and then spawn again...

a relevant example



This is a job for recursion:

$$M(n) = \begin{cases} 1 & n == 1 \\ \min\left\{1 \leq i < n \mid 2 \times M(n-i) + 2^i - 1\right\} & \text{otherwise.} \end{cases}$$

That's a recursive formula. Python has a built-in function `min`. You probably want to combine (tuple?) the minimum number of moves with the split (i) that produces it.

before and after coding:

Test your docstring examples automatically:

```
if __name__ == '__main__':
    import doctest
    doctest.testmod()
```

For more thorough testing, use `unittest`