

# Separation of Concerns

A design principle: Isolate different parts of a program that address different concerns A modular component can be developed and tested independently

Hog

Hog Game Simulator

- Game rules
- Ordering of events
- State tracking to determine the winner

### Game Commentary

- Event descriptions
- State tracking to generate commentary

# Player Strategies

- Decision rules
- Strategy parameters (e.g., margins & number of dice)

### **Ants**

Ants Game Simulator

- Order of actions
- Food tracking
- Game ending conditions

#### Actions

 Characteristics of different ants & bees

### Tunnel Structure

- Entrances & exits
- Locations of insects

Example: Restaurant Search

### Restaurant Search Data

```
Given the following data, look up a restaurant by name and show related restaurants.

{"business_id": "gclB3ED6uk6viWlolSb_uA", "name": "Cafe 3", "stars": 2.0, "price": 1, ...}

{"business_id": "WXKx2l2SEzBpeUGtDMCS8A", "name": "La Cascada Taqueria", "stars": 3.0, "price": 2}
...

{"business_id": "gclB3ED6uk6viWlolSb_uA", "user_id": "xVocUszkZtAqCxgWak3xVQ", "stars": 1, "text": "Cafe 3 (or Cafe Tre, as I like to say) used to be the bomb diggity when I first lived in the dorms but sadly, quality has dramatically decreased over the years....", "date": "2012-01-19", ...}

{"business_id": "WXKx2l2SEzBpeUGtDMCS8A", "user_id": "84dCHkhWG8lDtk30VvaY5A", "stars": 2, "text": "-Excuse me for being a snob but if I wanted a room temperature burrito I would take one home, stick it in the fridge for a day, throw it in the microwave for 45 seconds, then eat it. NOT go to a resturant and pay like seven dollars for one...", "date": "2009-04-30", ...}
...

(Demo)
```

**Example: Similar Restaurants** 

## Discussion Question: Most Similar Restaurants

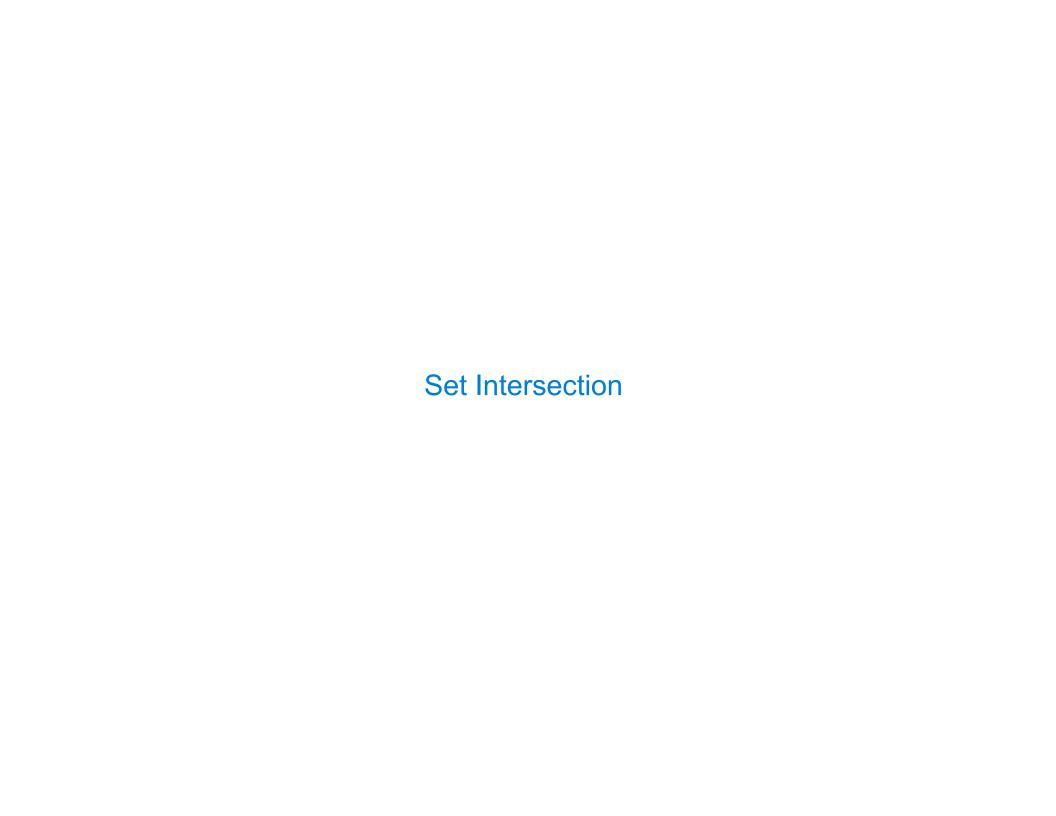
Implement **similar**, a **Restaurant** method that takes a positive integer **k** and a function **similarity** that takes two restaurants as arguments and returns a number. Higher **similarity** values indicate more similar restaurants. The **similar** method returns a list containing the **k** most similar restaurants according to the **similarity** function, but not containing **self**.

sorted(iterable, /, \*, key=None, reverse=False)
Return a new list containing all items from the iterable in ascending order.
A custom key function can be supplied to customize the sort order, and the

reverse flag can be set to request the result in descending order.

**Example: Reading Files** 

(Demo)



# **Linear-Time Intersection of Sorted Lists**

Given two sorted lists with no repeats, return the number of elements that appear in both.

def fast\_overlap(s, t):

return count

	_				
3	4	6	7	9	10



```
"""Return the overlap between sorted S and sorted T.
>>> fast_overlap([3, 4, 6, 7, 9, 10], [1, 3, 5, 7, 8])
11 11 11
i, j, count = 0, 0, 0
                    i < len(s) and j < len(t)
while
  if s[i] == t[j]:
                                  count + 1, i + 1, j + 1
     count, i, j =
  elif s[i] < t[j]:
                                   i = i + 1
  else:
                                   j = j + 1
```

(Demo)