Control Statements:

**if statements**: An *if* statement allows code to be executed or not based on the result of a comparison. If the condition evaluates to True, then the statements of the **indented body** is executed. If the condition is False, then the body is skipped. The syntax of *if* statements is:

```
if <condition>:
    statement_1
    statement_2
    statement_3
```

```
if <condition>:
    statement_1
    statement_2
else:
    statement_1
    statement_2
```

```
if <condition>:
    statement_1
    statement_2
elif <condition2>:
    statement_1
    statement_2
else:
    statement_1
    statement_2
```

Typically, the condition involves comparing “stuff” using relational operators ( <, >, ==, <=, >=, != ). Complex conditions might involve several comparisons combined using Boolean operators: not, or, and. For example, we might want to print “Your grade is B.” if the variable score is less than 90, but greater than or equal to 80.

```python
if score < 90 and score >= 80:
    print "Your grade is B."
```

The precedence for mathematical operators, Boolean operators, and comparisons are given in the table.

<table>
<thead>
<tr>
<th>Operator(s)</th>
<th>Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>** (exponential)</td>
<td>highest</td>
</tr>
<tr>
<td>+, - (unary pos. &amp; neg.)</td>
<td></td>
</tr>
<tr>
<td>*, /, % (remainder)</td>
<td></td>
</tr>
<tr>
<td>+, - (add, sub)</td>
<td></td>
</tr>
<tr>
<td>&lt;, &gt;, ==, &lt;=, &gt;=, !=, &lt;&gt;</td>
<td></td>
</tr>
<tr>
<td>= (assignment)</td>
<td>lowest</td>
</tr>
</tbody>
</table>

**for loop**: The *for* loop iterates once for each item in some sequence type (i.e, list, tuple, string).

```
for value in [1, 3, 9, 7]:
    print value
```

```
for character in 'house':
    print character
```

Often the *for* loop iterates over a list generated by the built-in *range* function which has the syntax of:

```
range([start,] end, [, step]), where [] are used to denote optional parameters. Some examples:
```

- `range(5)` generates the list [0, 1, 2, 3, 4]
- `range(2,7)` generates the list [2, 3, 4, 5, 6]
- `range(10,2,-1)` generates the list [10, 9, 8, 7, 6, 5, 4, 3]

Since the list generated by the *range* function needs to be stored in memory, a more efficient *xrange* function is typically using in *for* loops to generate each value one at a time for each iteration of the loop. For example:

```
for count in xrange(1,6):
    print count, " ",
print \n"Done"
```

```
1 2 3 4 5
Done
```
**while loop:** A while statement allows code to be executed repeated (zero or more times) as long as the condition evaluates to True. The syntax of a while statement is:

```python
while <condition>:
    statement_1
    statement_2
    statement_3
```

An **infinite loop** is one that would loop forever. (FYI, in a Python shell `ctrl-c (^c)` can be used to kill the running program.) Most infinite loops are caused by programmer error, but sometimes they are intentional. The following “sentinel-controlled” code uses an infinite loop and a `break` statement that immediately causes control to exit the loop.

```python
total = 0
counter = 0
while True:  # an infinite loop
    score = input("Enter a score (or negative value to exit): ")
    if score < 0:
        break
    total += score
    counter += 1
print "Average is", float(total)/counter
```

**Strings:** Strings in Python are sequential collections of only characters. Strings are immutable (i.e., cannot be changed), so new strings are generated by string operations. Operations on strings (or any sequence collection) include:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Operator</th>
<th>Explanation</th>
<th>Example</th>
<th>Result of Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indexing</td>
<td>[ &lt;index&gt; ]</td>
<td>Access the element specified by the index</td>
<td><code>myString[1]</code></td>
<td>‘e’</td>
</tr>
<tr>
<td>Slicing</td>
<td>[ : ]</td>
<td>Extract a part of the string</td>
<td><code>myString[ 1:5 ]</code></td>
<td>‘ello’</td>
</tr>
<tr>
<td>Concatenation</td>
<td>+</td>
<td>Combine strings together</td>
<td><code>myString + aString</code></td>
<td>‘Hello!!!cat’</td>
</tr>
<tr>
<td>Repetition</td>
<td>*</td>
<td>Concatenate a repeated number of times</td>
<td><code>aString * 3</code></td>
<td>‘catcatcat’</td>
</tr>
<tr>
<td>Membership</td>
<td>in</td>
<td>Ask whether a substring is in a string</td>
<td>‘ell’ in <code>myString</code></td>
<td>True</td>
</tr>
<tr>
<td>Length</td>
<td>len(string)</td>
<td>How many items are in the string?</td>
<td><code>len( myString )</code></td>
<td>8</td>
</tr>
</tbody>
</table>

Indexing of strings starts with 0 on the left end, and -1 on the right end:

```
1111
01234567890123
cheer = ‘GO Panthers!!!’
```

Omitted indexes in a slice means “from the end.” For example, `cheer[:4]` generates ‘GO P’.

Omitted indexes in a slice means “from the end.” For example, `cheer[-4:]` generates ‘s!!!’.
String objects also have the following methods: (the `string` module can be imported to provide more operations.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Usage</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>center</td>
<td><code>myString.center(w)</code></td>
<td>Returns a string with <code>myString</code> centered in a field of size <code>w</code></td>
</tr>
<tr>
<td>ljust</td>
<td><code>myString.ljust(w)</code></td>
<td>Returns a string with <code>myString</code> left-justified in a field of size <code>w</code></td>
</tr>
<tr>
<td>rjust</td>
<td><code>myString.rjust(w)</code></td>
<td>Returns a string with <code>myString</code> right-justified in a field of size <code>w</code></td>
</tr>
<tr>
<td>upper</td>
<td><code>myString.upper()</code></td>
<td>Returns a string with <code>myString</code> in all upper-case characters</td>
</tr>
<tr>
<td>lower</td>
<td><code>myString.lower()</code></td>
<td>Returns a string with <code>myString</code> in all lower-case characters</td>
</tr>
<tr>
<td>strip</td>
<td><code>myString.strip()</code></td>
<td>Returns a string with leading and trailing whitespace (space, tab, new-line) chars. removed. An optional string parameter can be used to supply characters to strip instead of whitespace.</td>
</tr>
<tr>
<td>count</td>
<td><code>myString.count(sub)</code></td>
<td>Returns number of occurrences of <code>sub</code> in <code>myString</code></td>
</tr>
<tr>
<td></td>
<td>(Optional parameters:</td>
<td><code>myString.count(sub [, start [, end] ] )</code></td>
</tr>
<tr>
<td>endswith</td>
<td><code>myString.endswith(sub)</code></td>
<td>Returns True if <code>myString</code> ends with the substring <code>sub</code>; otherwise it</td>
</tr>
<tr>
<td></td>
<td></td>
<td>returns False</td>
</tr>
<tr>
<td>startswith</td>
<td><code>myString.startswith(sub)</code></td>
<td>Returns True if <code>myString</code> starts with the substring <code>sub</code>; otherwise it</td>
</tr>
<tr>
<td></td>
<td></td>
<td>returns False</td>
</tr>
<tr>
<td>isdigit</td>
<td><code>myString.isdigit()</code></td>
<td>Returns True if <code>myString</code> contains only digits; otherwise it returns False</td>
</tr>
<tr>
<td>isalpha</td>
<td><code>myString.isalpha()</code></td>
<td>Returns True if <code>myString</code> contains only letters; otherwise it returns</td>
</tr>
<tr>
<td></td>
<td></td>
<td>False</td>
</tr>
<tr>
<td>split</td>
<td><code>myString.split()</code></td>
<td>Returns a list of substrings of <code>myString</code> splits at whitespace characters.</td>
</tr>
<tr>
<td></td>
<td>An optional string parameter</td>
<td>An optional string parameter can supply characters to split on.</td>
</tr>
<tr>
<td></td>
<td>can supply characters to</td>
<td></td>
</tr>
<tr>
<td></td>
<td>split on</td>
<td></td>
</tr>
<tr>
<td>find</td>
<td><code>myString.find(sub)</code></td>
<td>Returns the starting index of the first occurrence of <code>sub</code>.</td>
</tr>
<tr>
<td></td>
<td>(Optional parameters:</td>
<td><code>myString.find(sub [, start [, end] ] )</code></td>
</tr>
<tr>
<td>replace</td>
<td><code>myString.replace(old,new)</code></td>
<td>Returns a string with all occurrences of substring <code>old</code> replaced by</td>
</tr>
<tr>
<td></td>
<td></td>
<td>substring <code>new</code>. An additional integer parameter can specify the number of replacements to perform, e.g., <code>myString.replace(old,new, 3)</code></td>
</tr>
</tbody>
</table>

**Lists:** A Python list is also a sequence collection, but a list can contain items of any type (e.g., character, strings, integers, floats, other lists, etc.), and lists are mutable. Lists are represented by comma-separated values enclosed in square brackets (`['`, `']`). Operations on lists (or any sequence collection, e.g., strings) include:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Operator</th>
<th>Explanation</th>
<th>Example</th>
<th>Result of Example</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ListB=[8,9]</td>
</tr>
<tr>
<td>Slicing</td>
<td>[ : ]</td>
<td>Extract a part of the list</td>
<td>myList[ 1:3 ]</td>
<td>[6, 7]</td>
</tr>
<tr>
<td>Concatenation</td>
<td>+</td>
<td>Combine lists together</td>
<td>myList + ListB</td>
<td>[5, 6, 7, 8, 8, 9]</td>
</tr>
<tr>
<td>Repetition</td>
<td>*</td>
<td>Concatenate a repeated number of times</td>
<td>ListB * 3</td>
<td>[8, 9, 8, 9, 8, 9]</td>
</tr>
<tr>
<td>Membership</td>
<td>in</td>
<td>Ask whether an item is in a list</td>
<td>3 in myList</td>
<td>False</td>
</tr>
<tr>
<td>Length</td>
<td>len(list)</td>
<td>How many items are in the list?</td>
<td>len( myList )</td>
<td>4</td>
</tr>
</tbody>
</table>
The following list methods are provided by Python:

<table>
<thead>
<tr>
<th>Method</th>
<th>Usage</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>append</td>
<td>myList.append(item)</td>
<td>Adds item to the end of myList</td>
</tr>
<tr>
<td>extend</td>
<td>myList.extend(otherList)</td>
<td>Extends myList by adding all items in otherList to myList’s end</td>
</tr>
<tr>
<td>insert</td>
<td>myList.insert(i, item)</td>
<td>Insert item in myList at index i</td>
</tr>
<tr>
<td>pop</td>
<td>myList.pop()</td>
<td>Remove and return the last item in myList</td>
</tr>
<tr>
<td>pop(i)</td>
<td>myList.pop(i)</td>
<td>Remove and return the ith item in myList</td>
</tr>
<tr>
<td>del</td>
<td>del myList[i]</td>
<td>Deletes the item in the ith position of myList</td>
</tr>
<tr>
<td>remove</td>
<td>myList.remove(item)</td>
<td>Removes the first occurrence of item in myList</td>
</tr>
<tr>
<td>index</td>
<td>myList.index(item)</td>
<td>Returns the index of the first occurrence of item in myList</td>
</tr>
<tr>
<td>count</td>
<td>myList.count(item)</td>
<td>Returns the number of occurrences of item in myList</td>
</tr>
<tr>
<td>sort</td>
<td>myList.sort( )</td>
<td>Modifies myList to be sorted</td>
</tr>
<tr>
<td>reverse</td>
<td>myList.reverse( )</td>
<td>Modifies myList to be in reverse order</td>
</tr>
</tbody>
</table>

Tuples: A tuple is another sequence data type, so the sequence operations of indexing, slicing, concatenation, repetition, membership (in), and len() work on tuples too. Tuples are very similar to lists, i.e., comma-separated items enclosed in parentheses. The main difference is that tuples are immutable (cannot be modified).

Create two tuples as:

\[
\text{student1} = ('Bob', 123456, 'Jr', 3.12) \\
\text{student2} = 'Sally', 654321, 'Fr', 0.0
\]

In addition to indexing, “fields” of a tuple can be unpacked using a single assignment statement as:

\[
\text{name, idnum, rank, gpa} = \text{student1}
\]

Dictionaries: A dictionary is an unordered set of key-value pairs (written as key:value). Keys must be unique and immutable (e.g., numerics, strings, tuples of immutable objects). Dictionaries are typically used to lookup the value corresponding to a specified key. Dictionaries can be written as comma-separated key:value pairs enclosed in curly braces. For example,

\[
\text{phoneNumbers} = \{'fienup’:35918,’gray’:35917,’east’:32939,’drake’:35811,’schafer’:32187\}
\]

Access to individual key:value pairs looks syntactically like a sequence lookup using a key instead of an index. For example, phoneNumbers[‘east’] returns 32939, and a new key:value pair can be added by

\[
\text{phoneNumbers[‘wallingford’] = 35919}
\]

Additional, methods on dictionaries are:

<table>
<thead>
<tr>
<th>Method</th>
<th>Usage</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>keys</td>
<td>myDictionary.keys()</td>
<td>Returns a list of keys in myDictionary</td>
</tr>
<tr>
<td>values</td>
<td>myDictionary.values()</td>
<td>Returns a list of values in myDictionary</td>
</tr>
<tr>
<td>items</td>
<td>myDictionary.items()</td>
<td>Returns a list of key:value tuples in myDictionary</td>
</tr>
<tr>
<td>get</td>
<td>myDictionary.get(myKey)</td>
<td>Returns the value associated with myKey; otherwise None</td>
</tr>
<tr>
<td>get</td>
<td>myDictionary.get(myKey, alt)</td>
<td>Returns the value associated with myKey; otherwise alt</td>
</tr>
<tr>
<td>in</td>
<td>myKey in myDictionary</td>
<td>Returns True if myKey is in myDictionary; otherwise False</td>
</tr>
<tr>
<td>has_key</td>
<td>myDictionary.has_key(myKey)</td>
<td></td>
</tr>
<tr>
<td>del</td>
<td>del myDictionary[myKey]</td>
<td>Deletes the key:value pair whose key is myKey</td>
</tr>
</tbody>
</table>
Functions:

A function is a procedural abstract, i.e., a named body of code that performs some task when it is called/invoked. Often a function will have one or more parameter that allows it to perform a more general (variable) task. For example, the cube function below can be called with any numeric value with the corresponding cube of that number being returned.

```python
# Function to calculate the cube of a number
def cube(num):
    num_squared = num * num
    return num_squared * num

# call the function
value = 2
print 'The value', value, 'raised to the power 3 is', cube(value)
print 'The value 3 raised to the power 3 is', cube(3)
```

Terminology:

- a **formal parameter** is the name of the variable used in the function definition. It receives a value when the function is called. In the function cube, `num` is the formal parameter. Formal parameters are only known inside of the function definition. The section of a program where a variable is known is called its scope, so the scope of a formal parameter (and other local variable defined in the function such as `num_squared`) is limited to the function in which it is defined.
- an **actual parameter/argument** is the value used in the function call that is sent to the function. In the call to function cube, the variable `value` supplies the actual parameter value of 2.
- a **global variable** is created outside all functions and is known throughout the whole program file, e.g. `value`.

It is helpful to understand the “rules of the game” when a function is called. Memory is used to store the current program and the data associated with it. The memory used to store the data is divided as shown below.

- Global memory is used to store the global variables (and constants).
- The heap is used to store dynamically allocated objects as the program runs, e.g. lists and objects
- The run-time stack is used to store call-frames (or activation records) that get pushed on the stack when a function is called, and popped off the stack when a function returns.

When a function is called the section of code doing the calling is temporarily suspended, and a new call-frames gets pushed on top of the stack before execution of the function body. The call-frame contains the following information about the function being called:

- the **return address** -- the spot in code where the call to the function occurred. This is needed so execution (control) can return there when the end of the function is reached or a return statement executes.
- room to store the formal parameters used by the function. In Python, parameters are passed-by-value which means that the value of each actual parameter in the function call is assigned to the corresponding formal parameter in the function definition before the function starts executing. However, the memory location for actual parameters for strings, lists, dictionaries, tuples, objects, etc. contain only references to the heap
- room to store the local variables defined in the function.

When a function returns, execution resumes at the function call (which is specified by the return address). A function typically sends back a value to the call by specifying an expression after return in the return statement. In Python if no expression is specified returned, then the special object `None` is returned.
def play(myInt, myLongInt, myList, myString):
    print 'START OF play Function'
    print 'myInt=',myInt,'myLongInt=',myLongInt
    print 'myList=',myList,'myString=',myString
    myInt += 1
    myLongInt += 1
    myList.append(1)
    myString += 'a'
    print 'END OF play Function'
    print 'myInt=',myInt,'myLongInt=',myLongInt
    print 'myList=',myList,'myString=',myString
    return

anInt = 10
aLongInt = 123456789012345678901234567890L
aList = range(5)
aString = 'hello'
print 'BEFORE CALL'
print 'anInt=',anInt,'aLongInt=',aLongInt
print 'aList=',aList,'aString=',aString
play(anInt, aLongInt, aList, aString)
print 'AFTER CALL'
print 'anInt=',anInt,'aLongInt=',aLongInt
print 'aList=',aList,'aString=',aString

Output of complete program:

```python
>>> BEFORE CALL
anInt= 10 aLongInt= 123456789012345678901234567890
aList= [0, 1, 2, 3, 4] aString= hello
START OF play Function
myInt= 10 myLongInt= 123456789012345678901234567890
myList= [0, 1, 2, 3, 4] myString= hello
END OF play Function
myInt= 11 myLongInt= 123456789012345678901234567891
myList= [0, 1, 2, 3, 4, 1] myString= helloa
AFTER CALL
anInt= 10 aLongInt= 123456789012345678901234567890
aList= [0, 1, 2, 3, 4, 1] aString= hello
```
Text Files: Below is a summary of the important text-file operations in Python.

<table>
<thead>
<tr>
<th>General syntax</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>open(filename)</td>
<td><code>f = open('data.txt', 'w')</code></td>
<td>Modes: ‘r’ read only; ‘w’ write only; ‘a’ append; ‘r+’ both reading and writing. Default mode is ‘r’</td>
</tr>
<tr>
<td>open(filename, mode)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>f.close()</td>
<td><code>f.close()</code></td>
<td>Close the file to free up system resources.</td>
</tr>
<tr>
<td>f.read()</td>
<td><code>all = f.read()</code></td>
<td>Returns the whole file as a string.</td>
</tr>
<tr>
<td>f.read(size)</td>
<td><code>chunk = f.read(100)</code></td>
<td>Returns a string of at most 100 (size) bytes. If the file has been completely read, an empty string is returned.</td>
</tr>
<tr>
<td>f.readline()</td>
<td><code>nextLine = f.readline()</code></td>
<td>Returns the next line from the file. The newline (‘\n’) character is left at the end of the string, unless it is the last line of a file which does not end in a newline character.</td>
</tr>
<tr>
<td>f.readlines()</td>
<td><code>allLines = f.readlines()</code></td>
<td>Returns a list containing all the lines of the file.</td>
</tr>
<tr>
<td>f.readlines(size)</td>
<td><code>someLines = f.readlines(5000)</code></td>
<td>Returns the next 5000 bytes of line. Only complete lines will be returned.</td>
</tr>
<tr>
<td>f.write(string)</td>
<td><code>f.write('cats and dogs')</code></td>
<td>Writes the string to the file.</td>
</tr>
<tr>
<td>loop over the file object</td>
<td><code>for line in f: print line,</code></td>
<td>Memory efficient, fast and simple code to loop over each line in the file.</td>
</tr>
</tbody>
</table>

Classes: A class definition is like a blueprint (recipe) for each of the objects of that class

- A class specifies a set of data attributes and methods for the objects of that class
- The values of the data attributes of a given object make up its state
- The behavior of an object depends on its current state and on the methods that manipulate this state
- The set of a class’s methods is called its interface

The general syntax of class definition is:

```python
class MyClass [( superClass1 [, , superClass2 ]* ) ]:
    '''Document comment which becomes the __doc__ attribute for the class'''
    def __init__(self, [param [, , param]*]):
        '''Document comment for constructor method with self be referencing to the object itself'''
        __init__body

    # defs of other class methods and assignments to class attributes

# end class MyClass
```

Classes in Python have the following characteristics:

- all class attributes (data attributes and methods) are public by default, unless your identifier starts with a single underscores, e.g. `self._numSides`
- all data types are objects, so they can be used as inherited base classes
- most built-in operators (+, -, *, <, >, ==, etc.) can be redefined for a class. This makes programming with objects a lot more intuitive. For example suppose we have two Die objects: `die1` & `die2`, and we want to add up their combined rolls. We could use accessor methods to do this:

```python
diceTotal = die1.getRoll() + die2.getRoll()
```
Here, the `getRoll` method returns an integer (type `int`), so the `+` operator being used above is the one for `ints`. But, it might be nice to “overload” the `+` operator by defining an `__add__` method as part of the `Die` class, so the programmer could add dice directly as in:

```python
diceTotal = die1 + die2
```

- **objects are passed by reference when used as parameters to functions**
- all classes have a set of standard methods provided, but may not work properly (`__str__`, `__doc__`, etc.)

The three most important features of *Object-Oriented Programming* (OOP) to simplify programs and make them maintainable are:

1. **encapsulation** - restricts access to an object's data to access only by its methods
   - helps to prevent indiscriminant changes that might cause an invalid object state (e.g., 6-side die with a roll 8)

2. **inheritance** - allows one class (the *subclass*) to pickup data attributes and methods of other class(es) (the *parents*)
   - helps code reuse since the subclass can extend its parent class(es) by adding addition data attributes and/or methods, or overriding (through polymorphism) a parent's methods

3. **polymorphism** - allows methods in several different classes to have the same names, but be tailored for each class
   - helps reduce the need to learn new names for standard operations (or invent strange names to make them unique)

```python
# File: die_simple.py

This module defines the Die class.

from random import randint

class Die(object):
    """This class represents a six-sided die."""

    def __init__(self):
        """The initial face of the die."""
        self._currentRoll = randint(1, 6)

    def roll(self):
        """Resets the die's value to a random number between 1 and 6."""
        self._currentRoll = randint(1, 6)

    def getRoll(self):
        """Returns the face value of the die."""
        return self._currentRoll

    def __str__(self):
        """Returns the string representation of the die."""
        return str(self._currentRoll)
```
Consider the interface for a generalized AdvancedDie class that can have any number of sides.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>init</strong></td>
<td>myDie = AdvancedDie(8) Constructs a die with a specified number of sides and randomly rolls it (Default of 6 sides if no argument supplied)</td>
</tr>
<tr>
<td><strong>cmp</strong></td>
<td>if myDie == otherDie: Allows the comparison operations (&gt; , &lt; , == , etc.) to work correctly for AdvancedDie objects.</td>
</tr>
<tr>
<td><strong>add</strong></td>
<td>sum = myDie + otherDie Allows the direct addition of AdvancedDie objects, and returns the integer sum of there current values.</td>
</tr>
<tr>
<td><strong>str</strong></td>
<td>Directly as: myDie.<strong>str</strong>() str(myDie) or indirectly as: print myDie Returns a string representation for the AdvancedDie. By overriding the <strong>str</strong> method of the Die class, so the “print” statement will work correctly with an AdvancedDie.</td>
</tr>
<tr>
<td>roll</td>
<td>myDie.roll() Rolls the die randomly and return the value rolled</td>
</tr>
<tr>
<td>getRoll</td>
<td>myDie.getRoll() Returns the current roll of the die</td>
</tr>
<tr>
<td>getSides</td>
<td>myDie.getSides() Returns the number of sides on the die</td>
</tr>
<tr>
<td>show</td>
<td>myDie.show() Displays the die’s value to standard output</td>
</tr>
</tbody>
</table>

Consider the following script and associated output:

```python
# testDie.py - script to test AdvancedDie class
from advanced_die import AdvancedDie
die1 = AdvancedDie(100)
die2 = AdvancedDie(100)
die3 = AdvancedDie()
print 'die1 =', die1  #calls __str__
print 'die2 =', die2
print 'die3 =', die3
print 'die1.show() = ', die1.show()
print 'die1.getRoll() = ', die1.getRoll()
print 'die1.roll() = ', die1.roll()
print 'die1.getRoll() = ', die1.getRoll()
print 'die1.getRoll() = ', die1.getRoll()
print 'die1.getRoll() = ', die1.getRoll()
print 'die1 == die2:', die1==die2
print 'die1 < die2:', die1<die2
print 'die1 > die2:', die1>die2
print 'die1 <= die2:', die1<=die2
print 'die1 >= die2:', die1>=die2
print 'die1 != die2:', die1!=die2
print 'die1.__str__():', die1
print 'currentRoll = ', die1._currentRoll
die1 = 59
die2 = 49
die3 = 1
die1.show() = 59
die1.getRoll() = 59
die1.roll() = 53
die1.getRoll() = 53
die1.getRoll() = 53
die1 == die2: False
die1 < die2: False
die1 > die2: True
die1 <= die2: False
die1 >= die2: True
die1 != die2: True
die1.__str__(): # Sides=100 Roll=65
```

Notice that the testDie.py script needed to import AdvancedDie, but not the Die class.
The AdvancedDie class that inherits from the Die superclass.

```python
from die_simple import Die
from random import randint

class AdvancedDie(Die):
    """Advanced die class that allows for any number of sides"""

    def __init__(self, *args):
        """Constructor for any sided Die that takes an the number of sides
        as a parameter; if no parameter given then default is 6-sided."""
        # call Die parent class constructor
        Die.__init__(self)
        if len(args) == 0:
            self._numSides = 6
        elif len(args) == 1 and isinstance(args[0], int):
            self._numSides = args[0]
        else:
            print "Usage:  Die() or Die(numberOfSides)"
            return None

        self._currentRoll = randint(1, self._numSides)

    def roll(self):
        """Causes a die to roll itself -- overrides Die class roll""
        self._currentRoll = randint(1, self._numSides)
        return self._currentRoll

    def show(self):
        """Displays a Die by printing it"
        print self._currentRoll

    def __cmp__(self, rhs_Die):
        """Overrides the '__cmp__' operator for Dies, to allow for
        a deep comparison of two Dice"
        if self._currentRoll < rhs_Die._currentRoll:
            return -1
        elif self._currentRoll == rhs_Die._currentRoll:
            return 0
        else:
            return 1

    def __add__(self, rhs_Die):
        """Returns the sum of two dice rolls"
        return self._currentRoll + rhs_Die.currentRoll

    def __str__(self):
        """Returns the string representation of the AdvancedDie."
        return '# Sides=' + str(self._numSides) + ' Roll=' + str(self._currentRoll)

    def getSides(self):
        """Returns the number of sides on the die."
        return self._numSides
```

---

**File:** advanced_die.py

**Description:** Provides a AdvancedDie class that allows for any number of sides
Inherits from the parent class Die in module die_simple

---

```python
from die_simple import Die
from random import randint

class AdvancedDie(Die):
    """Advanced die class that allows for any number of sides"""

    def __init__(self, *args):
        """Constructor for any sided Die that takes an the number of sides
        as a parameter; if no parameter given then default is 6-sided."""
        # call Die parent class constructor
        Die.__init__(self)
        if len(args) == 0:
            self._numSides = 6
        elif len(args) == 1 and isinstance(args[0], int):
            self._numSides = args[0]
        else:
            print "Usage:  Die() or Die(numberOfSides)"
            return None

        self._currentRoll = randint(1, self._numSides)

    def roll(self):
        """Causes a die to roll itself -- overrides Die class roll""
        self._currentRoll = randint(1, self._numSides)
        return self._currentRoll

    def show(self):
        """Displays a Die by printing it"
        print self._currentRoll

    def __cmp__(self, rhs_Die):
        """Overrides the '__cmp__' operator for Dies, to allow for
        a deep comparison of two Dice"
        if self._currentRoll < rhs_Die._currentRoll:
            return -1
        elif self._currentRoll == rhs_Die._currentRoll:
            return 0
        else:
            return 1

    def __add__(self, rhs_Die):
        """Returns the sum of two dice rolls"
        return self._currentRoll + rhs_Die.currentRoll

    def __str__(self):
        """Returns the string representation of the AdvancedDie."
        return '# Sides=' + str(self._numSides) + ' Roll=' + str(self._currentRoll)

    def getSides(self):
        """Returns the number of sides on the die."
        return self._numSides
```