# CS6102-Computational Thinking <br> Week - 10 

25 - Feb-2022
I. Ciphering a Sentence

1. Use the rules below to create ciphers.

Create two rules for mapping the alphabet.

## Sample rules:

- The characters are divided into two groups: (1) characters for which the image of their uppercase form has an enclosed area (such as P or 0 ) and (2) characters that do not have an enclosed area in in the image of their uppercase form (such as I or $Z$ ).
- Sort the two groups alphabetically, with group 1 first and then group 2.

Apply the rules.
Applying rule 1 :
Group 1: $\{A, B, D, O, P, Q, R\} \quad$ Group 2: $\{C, E, F, G, H, I, J, K, L, M, N, S, T, U, V, W, X, Y, Z\}$
Applying rule 2:
A, B, D, O, P, Q, R, C, E, F, G, H, I, J, K, L, M, N, S, T, U, V, W, X, Y, Z

Place the letter sequence that resulted from Rule 2 in the second row of the following table beneath the number 1 to 26 (example completed below).

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## Alphabet Mapping \#1.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | B | D | O | P | Q | R | C | E | F | G | H | I | J | K | L | M | N | S | T | U | V | W | X | Y | Z |

Now, invent a third rule and apply it to the above mapping to come up with another one-to-one alphabet mapping table. A third rule could be to place the even-number-mapped letters in alphabetical order followed by the odd-number-mapped letters in alphabetical order. And let it be Alphabet Mapping \#2.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Encode sentences using the mapping they developed in Activity 1.
a. Think of a simple message you would like to send to your partner.
b. Encode it three times: first use just Alphabet Mapping \#1, then use just Alphabet Mapping \#2, and then use both mappings from the previous activity.
c. If you have done a mapping on your own, use that for encoding.

For example, if the sentence is:
We drove to the gym.
Using the Alphabet Mapping \#1, we find each letter of the sentence in the second row of the table created in Activity 1. We replace the letter with the corresponding number in the first row.
Please note that one must place letter breaks (the character " _") and separate each word by a blank space. In this example, the encoded sentence is:

## 23_9 $\quad$ 3_7-4_22_9 $\quad 20 \_4 \quad$ 20_12_9 $\quad 11$ _25_17

2. Perform deciphering of following sentence.

| a. $10 \_6 \_20 \_23$ | 22_18_23_23_14_19_18 | 25_14_23 | 25_17_20_10_10_18_9 | 20_9 |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | 4_20_16_6_18_17 (Using Alphabet mapping \#2) |  |  |  |
| b. $20 \_14 \_22$ | $14_{-} 18 \_18$ | $18 \_2$ | $4_{-} 20_{-} 16 \_6 \_18 \_17$ | $10 \_6 \_20 \_23$. |

3. Invent a fourth rule and apply it to the alphabet mapping $\# 3$ to come up with another one-to-one alphabet mapping table. A fourth rule could be placing the vowels at the first few positions followed by even-number-mapped letters in alphabetical order and then the odd-number-mapped letters in alphabetical order. And let it be Alphabet Mapping \#3
a. This message was written in cipher
4. Invent a fifth rule and apply it to the alphabet mapping\#3 to come up with another one-to-one alphabet mapping table. A fourth rule could be placing the odd-number-mapped letters in alphabetical order at the first followed by even-number-mapped letters in alphabetical order. And let it be Alphabet Mapping \#4
a. The glasses were engraved with the Queen's cipher
5. Answer the following
a. Imagine that another person gives you an encoded message and you do not know the mapping tables. How would you go about deciphering or decoding the sentences? What patterns would you look for to help you discover the one-to-one mapping?
b. How would implement your cipher in a computer program? Write C code for the cipher.

## II Data Analysis

1. Create the following details in a spreadsheet. And answer the following questions.

|  | A | B | c |
| :---: | :---: | :---: | :---: |
| 1 | Name | Height | Shoe Size |
| 2 | Sasha | 63 | 6 |
| 3 | Hector | 68 | 9 |
| 4 | Kayla | 67 | 8 |
| 5 | Adriana | 65 | 7 |
| 6 | Sean | 64 | 7 |
| 7 | Kay | 61 | 3 |
| 8 | Hillary | 69 | 9 |
| 9 | Thomas | 68 | 9 |
| 10 | Luis | 64 | 8 |
| 11 | Mayra | 66 | 6 |
| 12 | Michael | 68 | 10 |
| 13 | Tonya | 64 | 8 |
| 14 | Philip | 65 | 8 |
| 15 | Raymond | 66 | 9 |
| 16 | Jalen | 70 | 10 |
| 17 | Samantha | 62 | 4 |

a. Create a scatter plot and analyze data
b. What piece of information can we get from the spreadsheet that we cannot from the graph?
c. Describe any advantages of representing the data graphically.
d. Describe any patterns in the trends between height and shoe size.
e. If you want to find your best friend's height and shoe size, should you look in the raw data or in the graph? Where would you look to identify patterns in height and shoe size?
f. Based on the scatter plot, list at least one exception to the trend of shoe size increasing as height increases.
g. Write an algorithm that uses the data in the spreadsheet to create a scatter plot by hand.
2. Comparing Data Patterns

| Breed | Lifespan (years) | Male Weight (lbs) |
| :--- | ---: | ---: |
| Afghan Hound | 12 | 60 |
| Airedale Terrier | 11 | 60 |
| American Stafford. Terrier | 12 | 62 |
| Basset Hound | 13 | 42 |
| Beagle | 13 | 23 |
| Bearded Collie | 12 | 42 |
| Bedlington Terrier | 14 | 20 |
| Bernese Mountain Dog | 7 | 92 |
| Border Collie | 13 | 37 |
| Border Terrier | 13 | 14 |
| Boxer | 10 | 65 |
| Bull Terrier | 13 | 62 |
| Bullmastiff | 9 | 120 |
| Cairn Terrier | 13 | 16 |
| Cav. King Charles Spaniel | 11 | 14 |
| Chihuahua | 13 | 4 |
| Chow Chow | 14 | 57 |


| Cocker Spaniel | 13 | 23 |
| :---: | :---: | :---: |
| Dachshund | 12 | 15 |
| Dalmatian | 13 | 68 |
| Doberman Pinscher | 10 | 78 |
| English Cocker Spaniel | 12 | 33 |
| English Setter | 11 | 67 |
| English Springer Spaniel | 13 | 50 |
| English Toy Spaniel | 10 | 11 |
| Flat-Coated Retriever | 10 | 65 |
| German Shepherd | 10 | 80 |
| German Shorthaired Pointer | 12 | 63 |
| Golden Retrievers | 12 | 70 |
| Gordon Setter | 11 | 68 |
| Great Dane | 8 | 160 |
| Greyhound | 13 | 68 |
| Irish Setter | 12 | 70 |
| Irish Wolfhound | 6 | 110 |
| Jack Russell Terrier | 14 | 16 |
| Labrador Retriever | 13 | 72 |
| Miniature Poodle | 15 | 16 |
| Norfolk Terrier | 10 | 11 |
| Old English Sheepdog | 12 | 62 |
| Pekingese | 13 | 8 |
| Pomeranian | 15 | 5 |
| Rhodesian Ridgeback | 9 | 110 |
| Rottweiler | 10 | 115 |
| Samoyed | 11 | 55 |
| Scottish Deerhound | 10 | 100 |
| Scottish Terrier | 12 | 21 |
| Shetland Sheepdog | 13 | 18 |
| Shiba Inu | 14 | 25 |
| Shih Tzu | 13 | 13 |
| Siberian Husky | 14 | 47 |
| Soft Coated Wheaten Terrier | 13 | 40 |
| Staffordshire Bull Terrier | 14 | 35 |
| Standard Poodle | 12 | 40 |
| Tibetan Terrier | 14 | 24 |
| Toy Poodle | 14 | 7 |
| Vizsla | 12 | 53 |
| Weimaraner | 10 | 63 |
| Welsh Springer Spaniel | 12 | 40 |
| West Highland White Terrier | 13 | 18 |
| Wire Fox Terrier | 13 | 18 |

a. Create a scatter plot
b. Compare the trend in the graph in weight vs. lifespan to that in the graph of shoe size vs. height. Describe the difference between the two trends.
c. Do bigger breeds tend to live longer or shorter lives than smaller breeds?

## III Data Compression

1. List 10 abbreviations that can be used to refer to something without having to say the entire word or phrase. Give some technical or scientific examples as well as those you might hear your friends say?
Ex. Km for kilometer, Dept for departmet
2. Activity 1
3. Pair students into groups of two.
4. Have one student think of a word or phrase and write down one of the letters from that word, wait a second, then write another letter from that word, omitting some of the letters. All of the letters should be placed in the order of where they belong e.g. If I were thinking of "HELLO WORLD," I might write down "L," then later write down "LL." and eventually it might look like "H LLO W R D."
5. Have the second student try to guess the word or phrase as quickly as possible.
6. After the second student correctly guesses the word, students should switch roles.
7. After a couple of turns, ask students to try and do the same activity using a shape or a visual scene like "student walking to school," where each student draws the shape or visual one line or curve at a time
Q1: On average how much information (turns/steps) from the first person was necessary to guess Word Phrase Shape Visual


Q2: Why do you think it required more information to guess a visual rather than a word?
Q3: What could have made each of these easier to guess, so that it would require fewer steps to solve?

## 3. Activity 3

A hospital supervisor needs to create a weekly schedule for four nurses, subject

1. To the following condition
2. Eachdayisdividedintothree8-hourshifts.
3. On each day, all nurses are assigned to different shifts and one nurse has the day off.
4. Each nurse works five or six days a week.
5. No shift is staffed by more than two different nurses in a week.
6. If a nurse works shifts 2 or 3 on a given day, he must also work the same shift either the previous day or the following day.
Two ways to formulate the problem
$\checkmark$ Assign nurses to shifts
$\checkmark$ Assign shifts to nurses

## Identify the errors and correct the following code

```
1. #include<stdio.h>
    void main()
    {
            int x = 10;
            int y = 15;
            printf("%d", (x, y)) }
2. void main()
    {
            int n = 9, div = 0;
            div = n/0;
            printf("result = %d", div);
    }
3. #include<stdio.h>
    void Main()
    {
            int a = 10;
            printf("%d", a);
    }
4. int main()
    {
            int i = 0;
        for(i = 0; i < 3; i++);
    {
        printf("loop ");
        continue;
    }
    getchar();
    return 0;
    }
5. void main()
    {
        int a, b, c;
        a + b = c;
}
```

