CONTENTS IN DETAIL

ACKNOWLEDGMENTS

INTRODUCTION

Who This Book Is For ............................ xxii
What’s in This Book ............................... xxii
  Python Version, Platform, and IDE ........ xxiv
  The Code ........................................ xxiv
  Coding Style ................................. xxv
Where to Get Help .............................. xxv
Onward! ............................................ xxv

1
SILLY NAME GENERATOR

Project #1: Generating Pseudonyms .............. 1
Planning and Designing a Project ............... 2
  The Strategy ................................. 3
  The Pseudocode ............................. 3
The Code ........................................ 4
  Using the Python Community’s Style Guide . 6
  Checking Your Code with Pylint ........... 7
  Describing Your Code with Docstrings .... 10
  Checking Your Code Style ................. 11
Summary ......................................... 14
Further Reading ............................... 14
  Pseudocode .................................. 14
  Style Guides .................................. 14
  Third-Party Modules ......................... 15
Practice Projects .............................. 15
  Pig Latin ..................................... 15
  Poor Man’s Bar Chart ....................... 15
Challenge Projects ............................ 16
  Poor Foreign Man’s Bar Chart ............. 16
  The Middle .................................... 17
  Something Completely Different .......... 17

2
FINDING PALINGRAM SPELLS

Finding and Opening a Dictionary ................ 20
  Handling Exceptions When Opening Files .... 21
  Loading the Dictionary File ................. 21
Project #2: Finding Palindromes ................. 23
  The Strategy and Pseudocode ............... 23
  The Palindrome Code ........................ 24
3
SOLVING ANAGRAMS

4
DECODING AMERICAN CIVIL WAR CIPHERS
## 5 Encoding English Civil War Ciphers

<table>
<thead>
<tr>
<th>Project #10: The Trevanion Cipher</th>
<th>92</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strategy and Pseudocode</td>
<td>93</td>
</tr>
<tr>
<td>The Trevanion Cipher Code</td>
<td>94</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Project #11: Writing a Null Cipher</th>
<th>98</th>
</tr>
</thead>
<tbody>
<tr>
<td>The List Cipher Code</td>
<td>99</td>
</tr>
<tr>
<td>The List Cipher Output</td>
<td>100</td>
</tr>
</tbody>
</table>

Summary: 101

Further Reading: 101

Practice Projects: 101

- Saving Mary 102
- The Colchester Catch 103

---

## 6 Writing in Invisible Ink

<table>
<thead>
<tr>
<th>Project #12: Hiding a Vigenère Cipher</th>
<th>106</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Platform</td>
<td>107</td>
</tr>
<tr>
<td>The Strategy</td>
<td>107</td>
</tr>
<tr>
<td>Creating Invisible Ink</td>
<td>108</td>
</tr>
<tr>
<td>Manipulating Word Documents with python-docx</td>
<td>110</td>
</tr>
<tr>
<td>Downloading the Assets</td>
<td>112</td>
</tr>
</tbody>
</table>

| The Pseudocode                        | 113 |
| The Code                              | 114 |
| Importing python-docx, Creating Lists, and Adding a Letterhead | 114 |
| Formatting and Interleaving the Messages | 115 |
| Adding the Vigenère Cipher            | 118 |
| Detecting the Hidden Message          | 119 |

Summary: 122

Further Reading: 122

Practice Project: Checking the Number of Blank Lines: 122

Challenge Project: Using Monospace Font: 123

---

## 7 Breeding Giant Rats with Genetic Algorithms

<table>
<thead>
<tr>
<th>Project #13: Breeding an Army of Super-Rats</th>
<th>126</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strategy</td>
<td>126</td>
</tr>
<tr>
<td>The Super-Rats Code</td>
<td>130</td>
</tr>
<tr>
<td>Summary</td>
<td>136</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Project #14: Cracking a High-Tech Safe</th>
<th>137</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strategy</td>
<td>139</td>
</tr>
<tr>
<td>The Safecracker Code</td>
<td>140</td>
</tr>
<tr>
<td>Summary</td>
<td>143</td>
</tr>
</tbody>
</table>

Further Reading: 143

Challenge Projects: 144

- Building a Rat Harem: 144
- Creating a More Efficient Safecracker: 144
8 COUNTING SYLLABLES FOR HAIKU POETRY  
Japanese Haiku .................................................. 146
Project #15: Counting Syllables ............................................. 147
The Strategy .................................................... 147
Using a Corpus. ............................................ 148
Installing NLTK ............................................ 148
Installing CMUdict ...................................... 149
Counting Sounds Instead of Syllables. ..................................... 150
Handling Words with Multiple Pronunciations. ............................... 150
Managing Missing Words ............................................ 151
The Training Corpus ........................................ 151
The Missing Words Code .................................... 151
The Count Syllables Code ........................................... 156
Prepping, Loading, and Counting .................................. 156
Defining the main() Function ....................................... 158
A Program to Check Your Program. ........................................ 158
Summary ...................................................... 159
Further Reading .................................................. 160
Practice Project: Syllable Counter vs. Dictionary File ......................... 160

9 WRITING HAIKU WITH MARKOV CHAIN ANALYSIS  
Project #16: Markov Chain Analysis ......................................... 162
The Strategy .................................................... 164
Choosing a Random Word ................................... 167
Continuing from One Line to Another. ..................................... 167
The Pseudocode .................................................. 167
The Training Corpus ............................................... 168
Debugging ..................................................... 169
Building the Scaffolding ...................................... 170
Using the logging Module .................................... 170
The Code ...................................................... 171
Setting Up ............................................... 171
Building Markov Models ..................................... 172
Choosing a Random Word ................................... 173
Applying the Markov Models ..................................... 174
Generating the Haiku Lines ................................... 175
Writing the User Interface .................................... 178
The Results ..................................................... 181
Good Haiku .............................................. 182
Seed Haiku .............................................. 183
Summary ...................................................... 184
Further Reading .................................................. 184
Challenge Projects ................................................ 184
New Word Generator ........................................... 184
Turing Test ............................................... 185
Unbelievable! This Is Unbelievable! ...................................... 185
To Haiku, or Not to Haiku ....................................... 186
Markov Music. .................................................. 186
Are We Alone? Exploring the Fermi Paradox

Project #17: Modeling the Milky Way
The Strategy
Estimating the Number of Civilizations
Selecting Radio Bubble Dimensions
Generating a Formula for the Probability of Detection
The Probability-of-Detection Code
Calculating Probability of Detection for a Range of Civilizations
Generating a Predictive Formula and Checking the Results
Building the Graphical Model
Scaling the Graphical Model
The Galaxy Simulator Code
Results
Summary
Further Reading
Practice Projects
A Galaxy Far, Far Away
Building a Galactic Empire
A Roundabout Way to Predict Detectability
Challenge Projects
Creating a Barred-Spiral Galaxy
Adding Habitable Zones to Your Galaxy

The Monty Hall Problem

Monte Carlo Simulation
Project #18: Verify vos Savant.
The Strategy
The vos Savant Verification Code
Project #19: The Monty Hall Game
A Brief Introduction to Object-Oriented Programming
The Strategy and Pseudocode.
Game Assets
The Monty Hall Game Code
Summary
Further Reading
Practice Project: The Birthday Paradox

Securing Your Nest Egg

Project #20: Simulating Retirement Lifetimes
The Strategy
Historical Returns Matter
The Greatest Uncertainty
A Qualitative Way to Present Results
The Pseudocode.
Finding Historical Data
The Code ...................................................... 250
Importing Modules and Defining Functions to Load Data and Get User Input . 250
Getting the User Input ....................................... 251
Checking for Other Erroneous Input.............................. 253
Defining the Monte Carlo Engine ............................... 253
Simulating Each Year in a Case ................................ 256
Calculating the Probability of Ruin............................... 257
Defining and Calling the main() Function ......................... 258
Using the Simulator ............................................... 259
Summary ...................................................... 263
Further Reading .................................................. 263
Challenge Projects ................................................ 264
A Picture Is Worth a Thousand Dollars ......................... 264
Mix and Match ............................................. 264
Just My Luck! ............................................. 264
All the Marbles ............................................ 264

13
SIMULATING AN ALIEN VOLCANO 265
Project #21: The Plumes of Io ........................................ 266
A Slice of pygame ................................................ 267
The Strategy .................................................... 268
Using a Game Sketch to Plan .................................... 268
Planning the Particle Class .................................... 269
The Code ...................................................... 271
Importing Modules, Initiating pygame, and Defining Colors ......... 271
Defining the Particle Class .................................... 272
Ejecting a Particle .......................................... 274
Updating the Particle and Handling Boundary Conditions ........... 276
Defining the main() Function ................................... 277
Completing the main() Function ................................. 278
Running the Simulation ............................................. 280
Summary ...................................................... 281
Further Reading .................................................. 281
Practice Project: Going the Distance .................................... 282
Challenge Projects ................................................ 283
Shock Canopy ............................................. 283
The Fountainhead ........................................... 283
With a Bullet .............................................. 284

14
MAPPING MARS WITH THE MARS ORBITER 285
Astrodynamics for Gamers .......................................... 286
The Law of Universal Gravity .................................... 286
Kepler’s Laws of Planetary Motion ................................ 287
Orbital Mechanics ............................................ 288
Project #22: The Mars Orbiter Game ................................ 293
The Strategy .................................................... 293
Game Assets .................................................. 296