

# CS 106

# Introduction to Computer Science I

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# Today's Topics

- Questions / comments?
- Instead of another programming assignment that I said would be given today to be due next week: do the exam 2 as a takehome exam over the weekend (only need to do the problems whose numbers I circled.)
- I may instead give you part of a function to write sometime next week as your final programming assignment.
- I will do problems today including address lab problem, look at a sort with print statements and walk through it together, look at a recursive function with print statements, and solve a similar problem to #6 on exam 2.

# Exercise

- Write a function that takes in a list as a required parameter and a bool (default to False) and a filename (default to 'output.txt') as optional parameters. Either print to the screen or write to the file four random elements from the list.

- These calls should all work:

```
mylist = [1,6,-3,9,10,20,55,2,12,15]
```

```
mylist2 = ['hello', 'goodbye', 'Skidmore', 'a', 'b', 'c']
```

```
random_elements(mylist)
```

```
random_elements(mylist2, True)
```

```
random_elements(mylist, True, 'randvals.txt')
```

# PokerHand class

- Let's write a class that represents a 5 card PokerHand
- What instance variable(s) do you think we should store?
- For methods we can have a Constructor (`__init__`), an `add_to_hand` method that adds a Card to the hand, and a `__str__` method to convert it to a string.
- If there's time, we'll write a sort hand by rank method that will help with being able to determine the kind of poker hand it is (e.g. pair, three-of-a-kind, full-house, etc.)