

Week 6: Boggle!

Practice? Cheat?
Super-human boggle player



Boggle solver for ...

Recursion ... depth-first search

Modules

(and a first glance at classes)





recursion

Search

About 8,210,000 results (0.15 seconds)

Everything

Images

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Videos

News

Did you mean: [recursion](#)

[Recursion - Wikipedia, the free encyclopedia](#)

en.wikipedia.org/wiki/Recursion [+1](#)

Recursion is the process of repeating items in a self-similar way. For instance, when the surfaces of two mirrors are exactly parallel with each other the nested ...

[Formal definitions of recursion](#) - [Recursion in language](#) - [Recursion in mathematics](#)

Seems like we're missing a base case here ... and the progress case doesn't seem to be making the problem smaller.







Grid			
o	y	d	l
i	e	x	e
n	n	o	k
t	a	t	i



```
$ python3 boggler.py "oydliexennoktati" dict.txt
```

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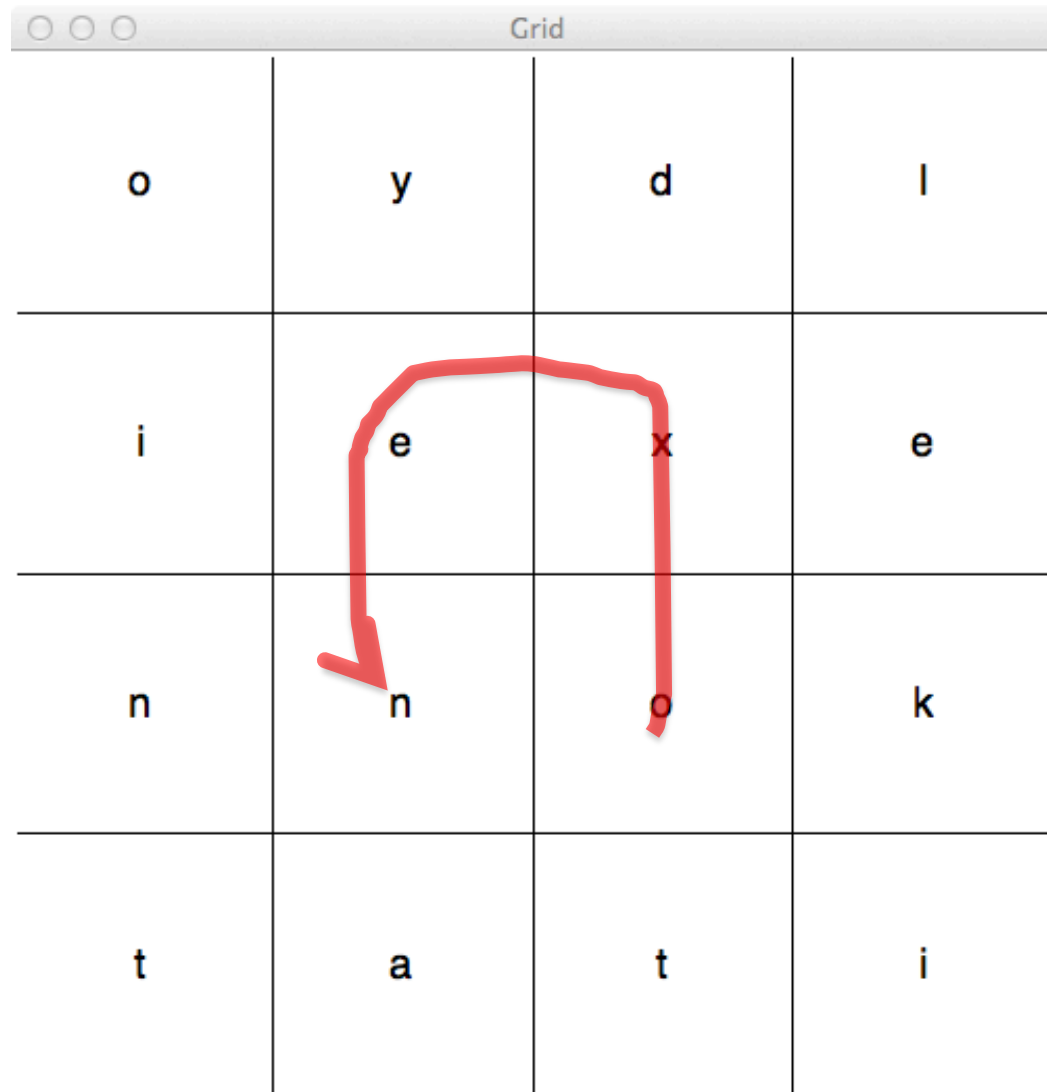
tone

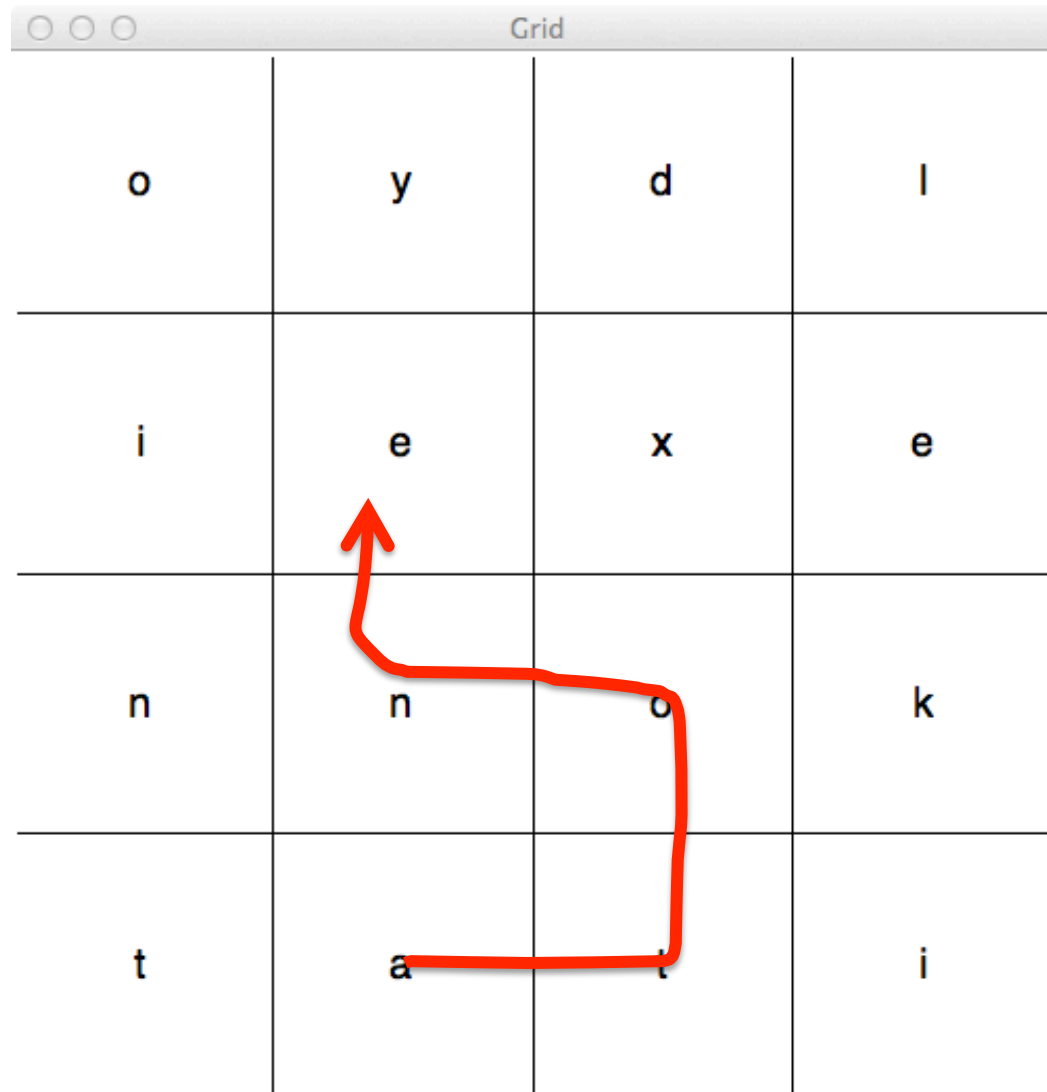
yen

yin

Press enter to end





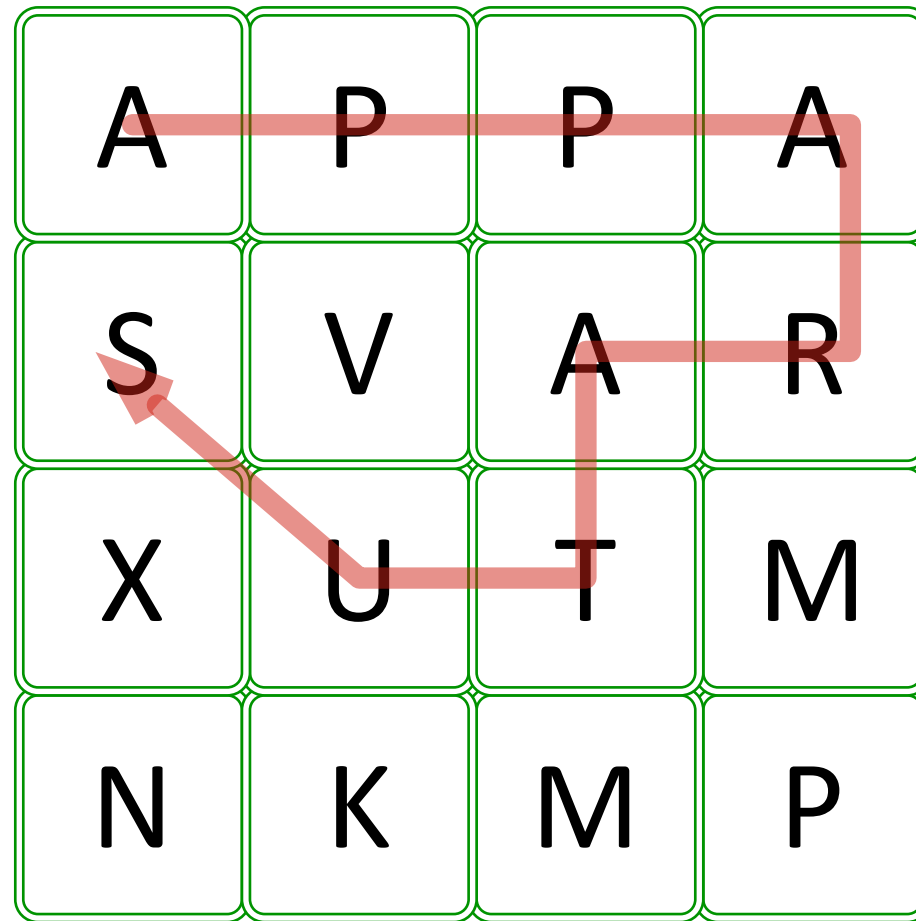


LET'S SEE IT



A	P	P	A
S	V	A	R
X	U	T	M
N	K	M	P

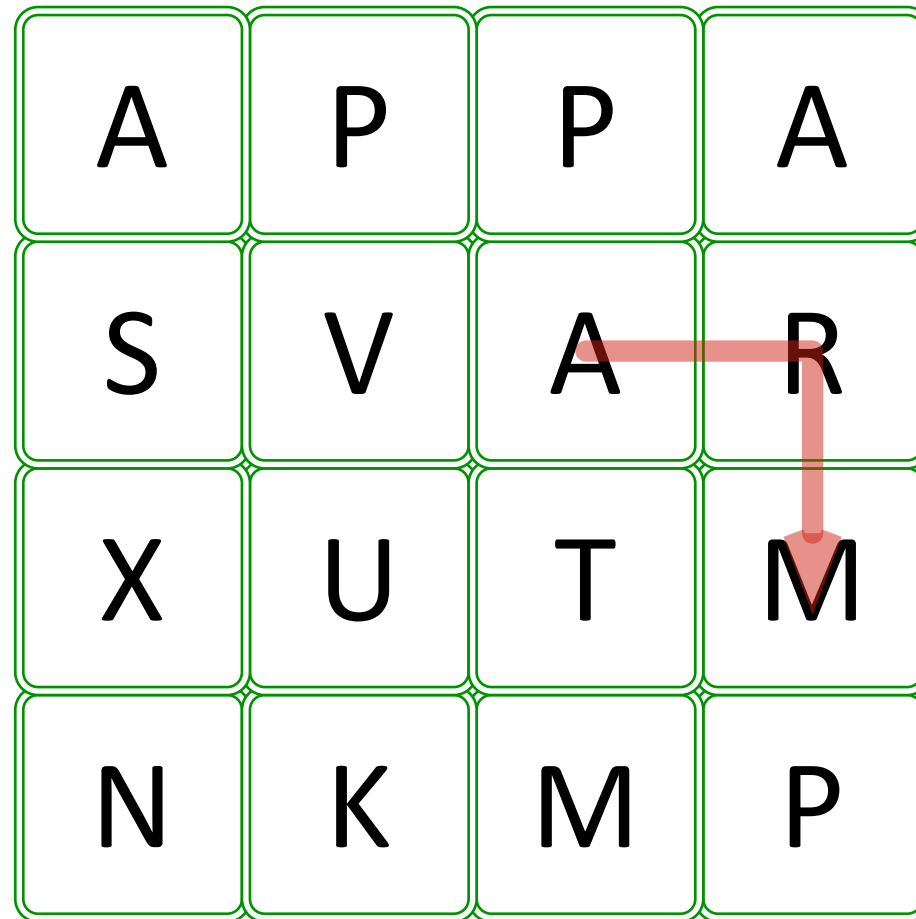




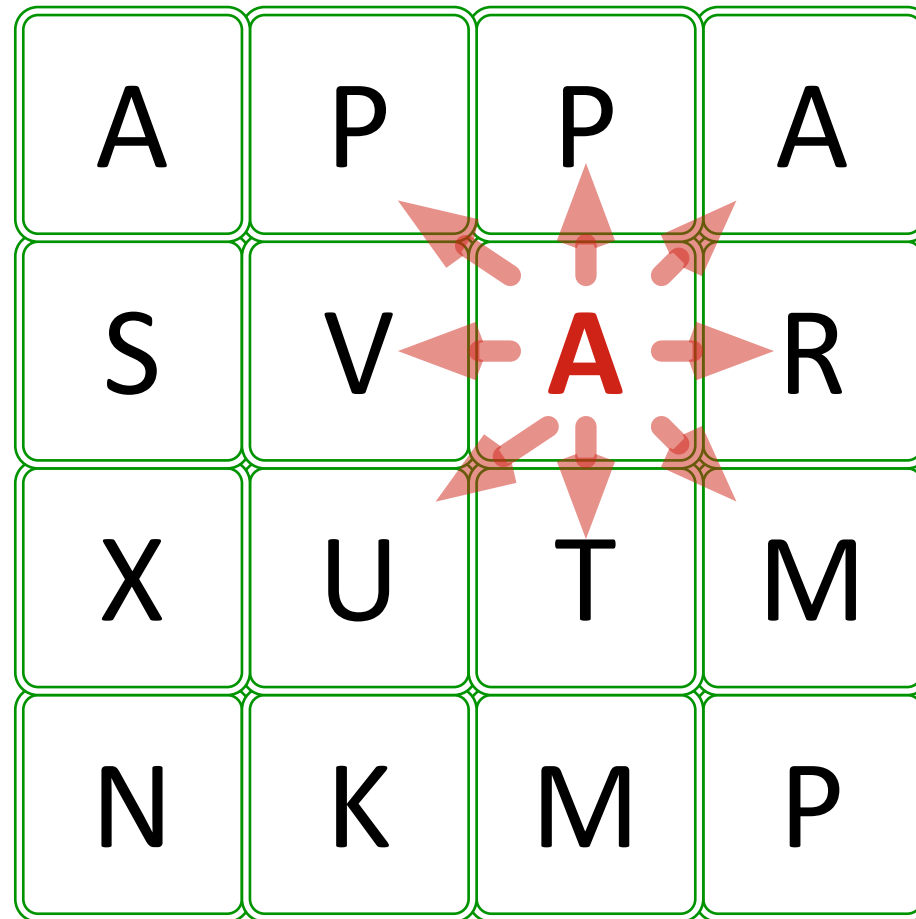
Let's look at a simpler example ...

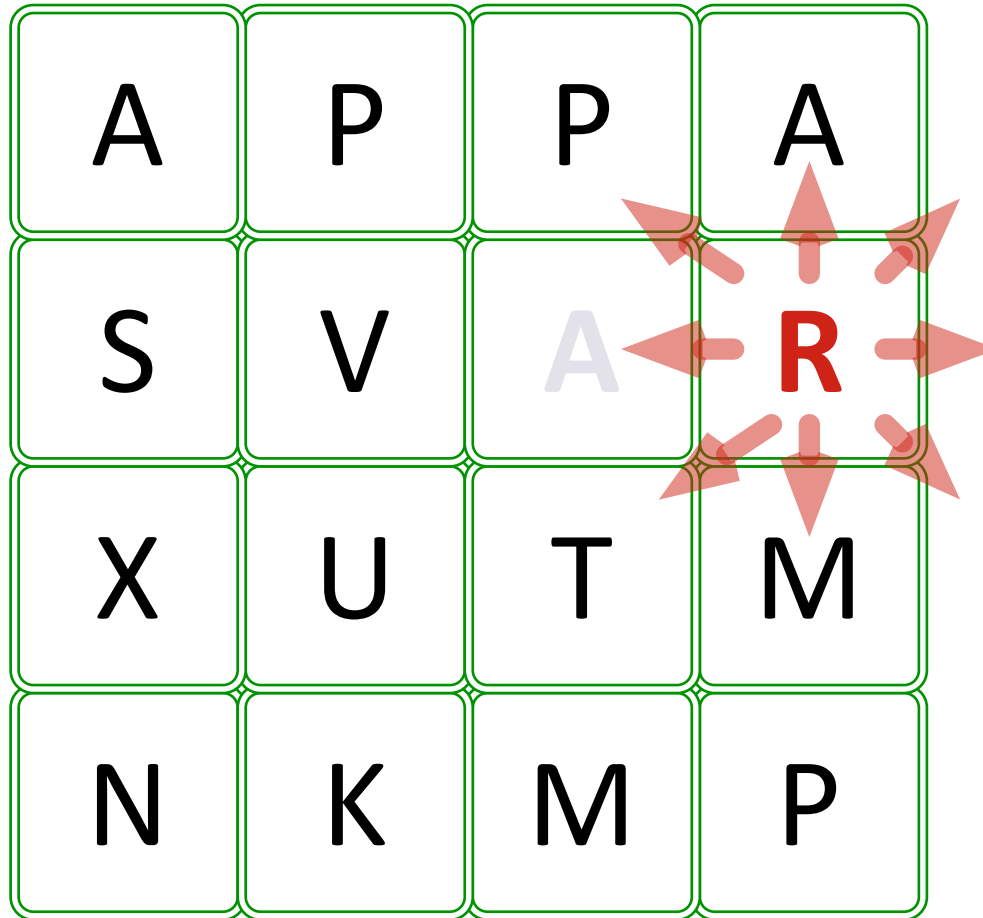
A	P	P	A
S	V	A	R
X	U	T	M
N	K	M	P

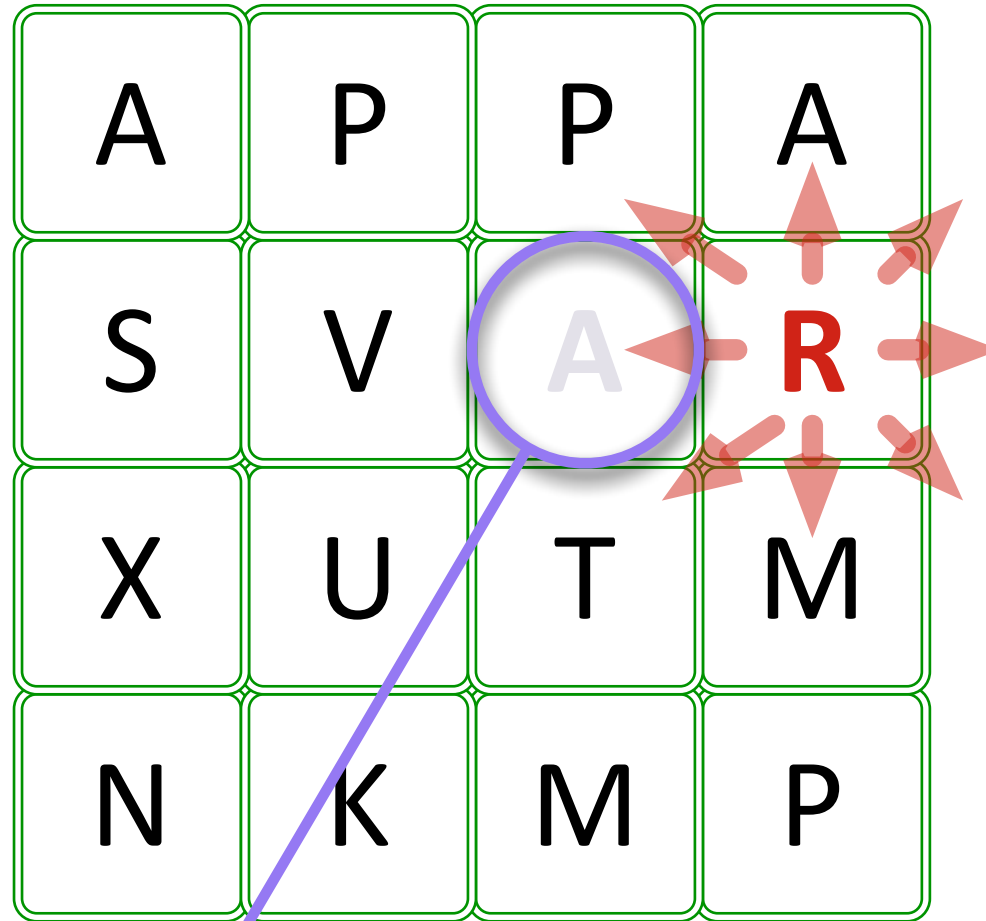




We can explore all 8 directions ...

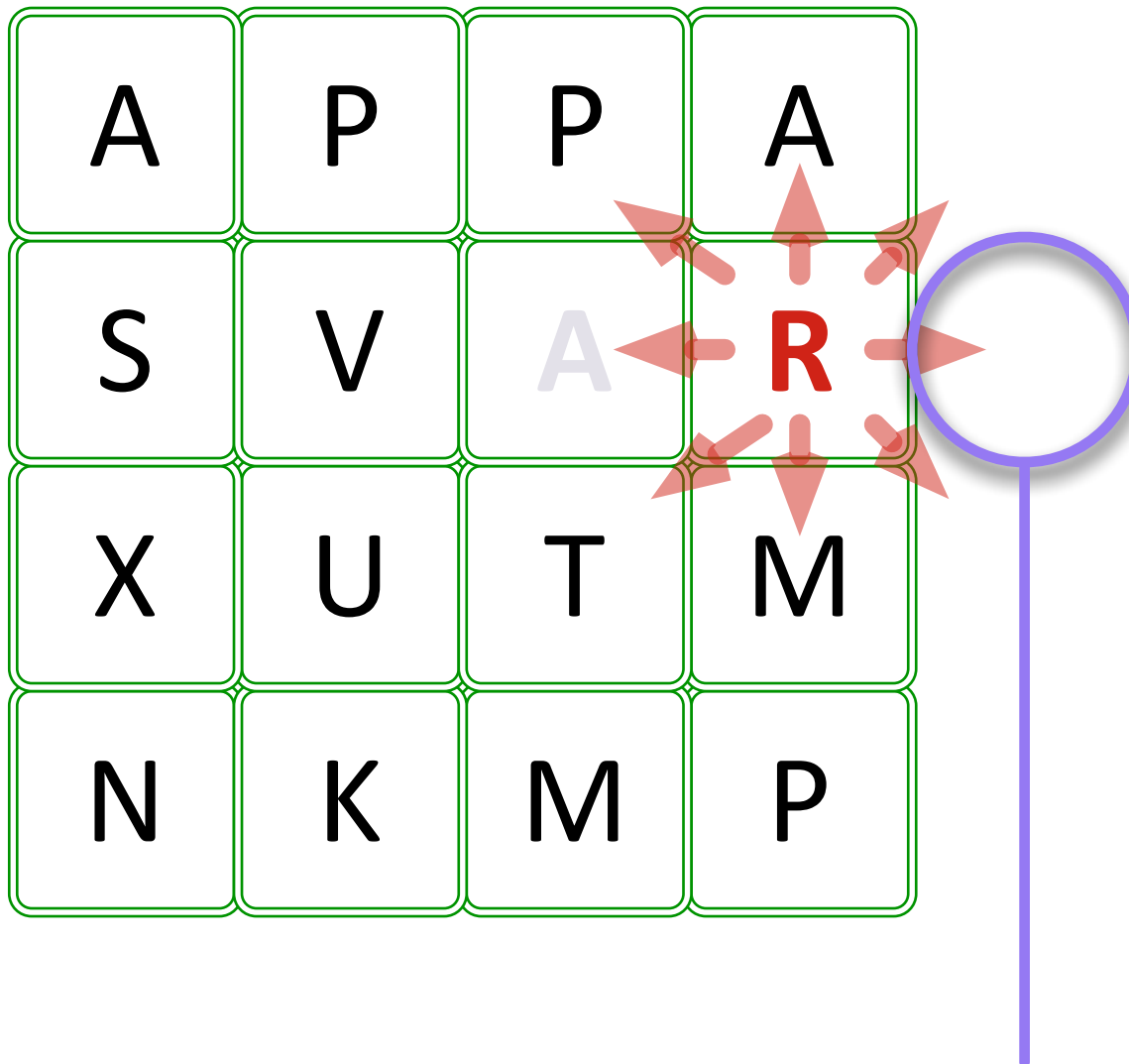






The A tile is "in use." Don't use it again in the same word.





*Column 4 is off the board.
Don't go there.*



Depth-first search logic

Given a position and a prefix ...

If the position is off the board, do nothing

If the position is already in use, do nothing

New prefix = prefix + tile

If it's a complete word, note it

If it's a valid prefix

Mark current tile as “in use”

Recursively search in all 8 directions

Unmark current tile before returning



```
$ python3 boggler.py  
"oydliexennoktati" dict.txt
```

yen
yen
yin
yin
dye
den
dent
dent
den
dent
led
leonine
inn
inane
inane
inn
into

eon
eon
nine
neon
nation
not
nine
oxen
oxen
one
oat
oat
kit
tan
tanned
tat
tan
tanned
anent
annex

ant
ant
anti
atone
ant
annex
anent
anent
toke
ton
tone
toe
toed
toe
toed
tike
tan
tanned
tat
tan

tanned
ikon
iota
ion
Press enter to end



Remove duplicates ... how?

Two ways

- 1) Python “set” data structure
- 2) Sort, scan



```
$ python3 boggler.py "oydliexennoktati" dict.txt
```

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Press enter to end



MODULES



boggler.py

"""

Boggle solver.


Usage: python3 boggler.py "board" dict.txt

where "board" is 16 characters of board, in left-to-right reading order

and dict.txt can be any file containing a list of words in alphabetical order


Author: Michal Young, michal@cs.uoregon.edu 2012.10.26

"""



Have a look ... coming soon to
a project near you

from boggle_board import BoggleBoard



In addition to boggler.py,
you write game_dict.py

import game_dict # Dictionary of legal game words

import sys #for command line arguments: board, dictionary



game_dict.py

```
dict = [ ]
```

```
# Codes for result of search
```

```
WORD = 1
```

```
PREFIX = 2
```

```
NO_MATCH = 0
```

```
def read( filename, min_length=3 ):
```

```
    ...
```

```
def search( str ):
```

```
    ...
```



dict.search(str):

"""

Search for a prefix string in the dictionary.

Args:

str: A string to look for in the dictionary

Returns:

code WORD if str exactly matches a word in the dictionary,
PREFIX if str does not match a word exactly but is a prefix
of a word in the dictionary, or
NO_MATCH if str is not a prefix of any word
in the dictionary

"""

*(You can use a binary
search or a linear search)*



in boggler.py

...

```
match = game_dict.search(prefix)
```

```
if match == game_dict.NO_MATCH:
```

```
    return
```

...



Summary: Boggle solver

Depth first search, again

Break into modules

Dictionary (game_dict.py)

class BoggleBoard (boggle_board.py)

(which uses grid.py for display,

which uses graphics.py for display)

Solver (boggler.py)

*(main program uses dictionary
and board)*

This one is done for you, but have a look ... we'll be building more classes soon.

