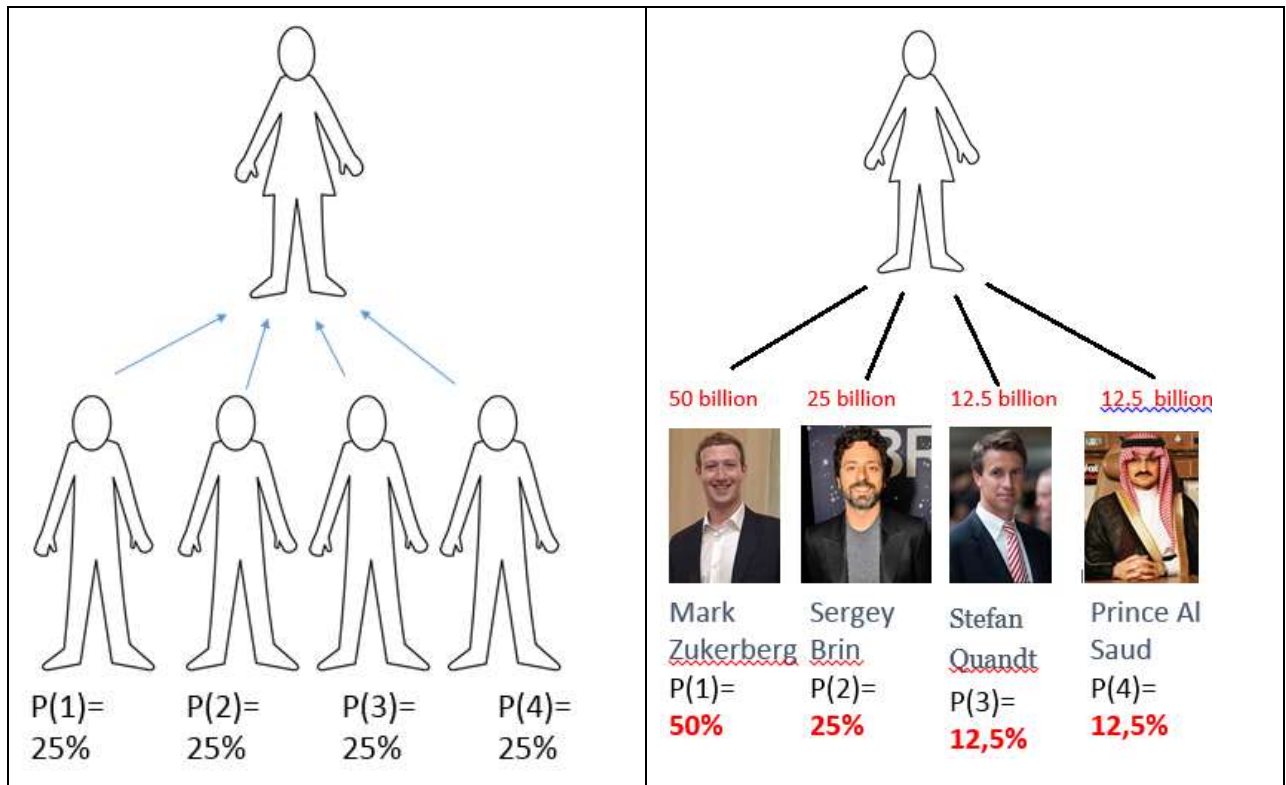


In the last lecture, we considered 2 possible selection situations

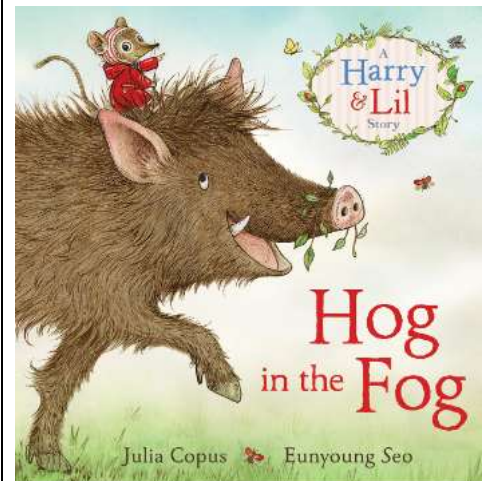
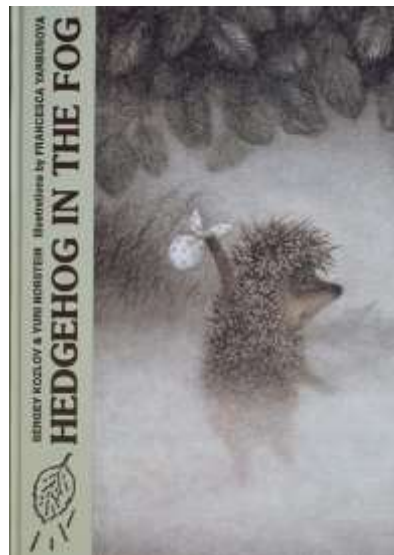
Choice under uncertainty (a pig in a poke) All men are the same	Choice under Certainty (pig crawls out of poke) All men are different
N=4 Average number of questions = Ib(N) Entropy	$\sum_{i=1}^N p(i) \cdot \log_2\left(\frac{1}{p(i)}\right)$

As you can see, that when the pig gets out of the poke the problem becomes much more complicated		
Ib(N) Entropy	the second formula is more complicated	$\sum_{i=1}^N p(i) \cdot \log_2\left(\frac{1}{p(i)}\right)$

But for those who make the choice, the situation is simplified



Entropy is decreasing
fog clears,
easier to
make the
right choice



English analogue

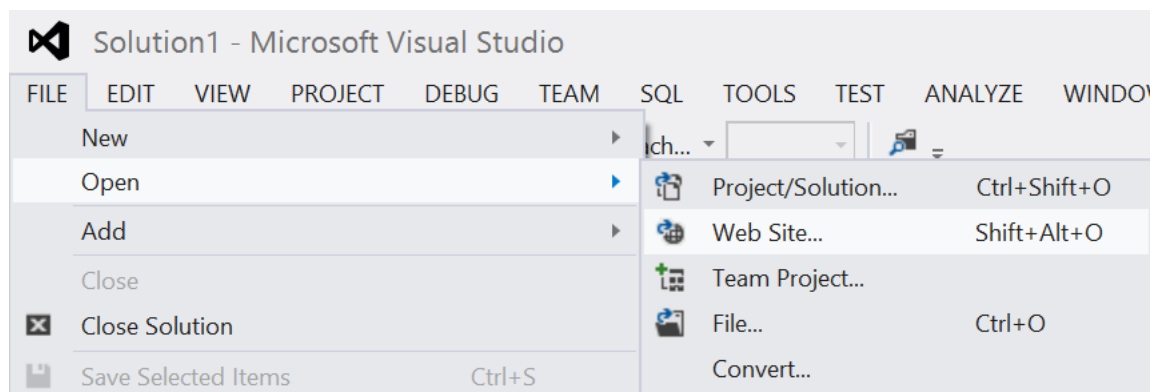
<https://alanadomino.w3spaces.com/Shannon.html>

- An example from part-time students of how the program should work.

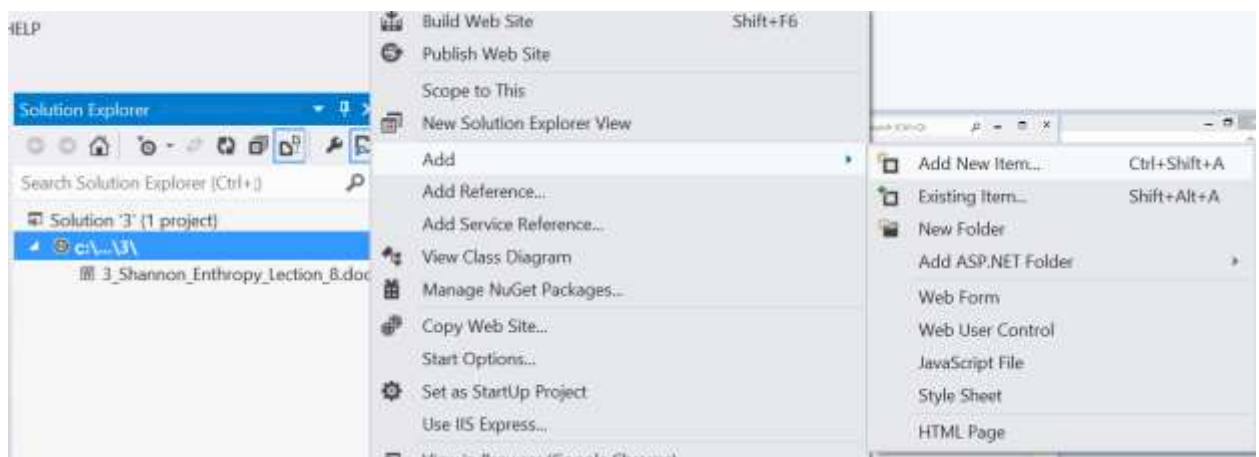
Below is an instruction on how to write such a program.

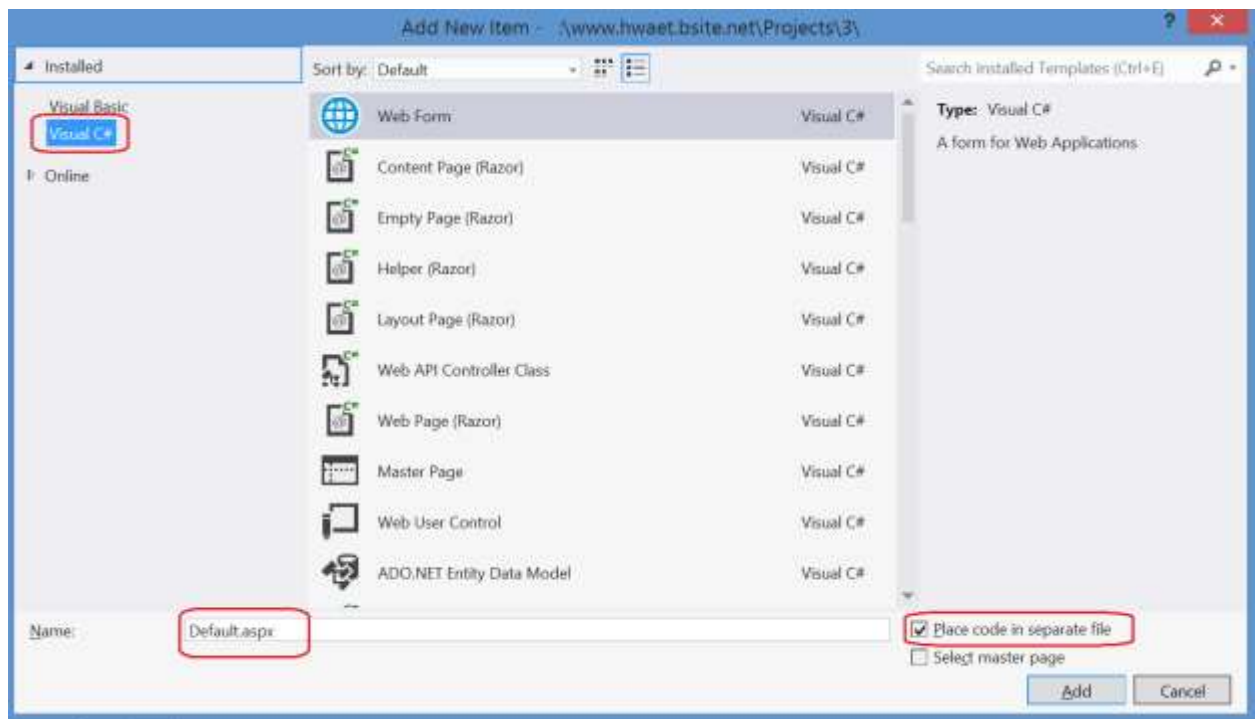
You can do with me, you can do without me on your own - it's faster.

1. Determine where this program will be located
D:\www.hwaet.bsite.net\Projects\3\
2. Run Visual Studio
3. Open Web Site from this folder



4. Create a Web Form in this folder





5. Bringing beauty

```
<form id="form1" runat="server">
  <div>
    <center>

      <h1 style=" font-family: sans-serif; ">
        Information Theory</h1>
      <h2 style=" font-family: sans-serif; ">
        Shannon entropy</h2>

      <p>
        </p>
      <p>
        </p>

    </center>
  </div>
</form>
```

Information Theory

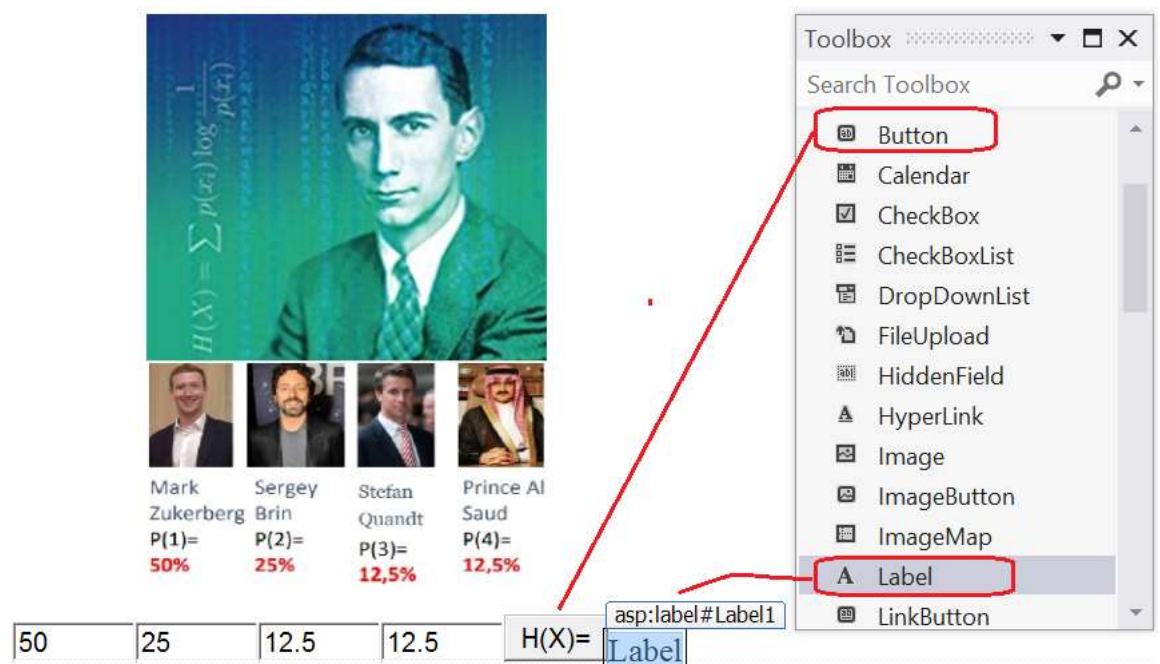
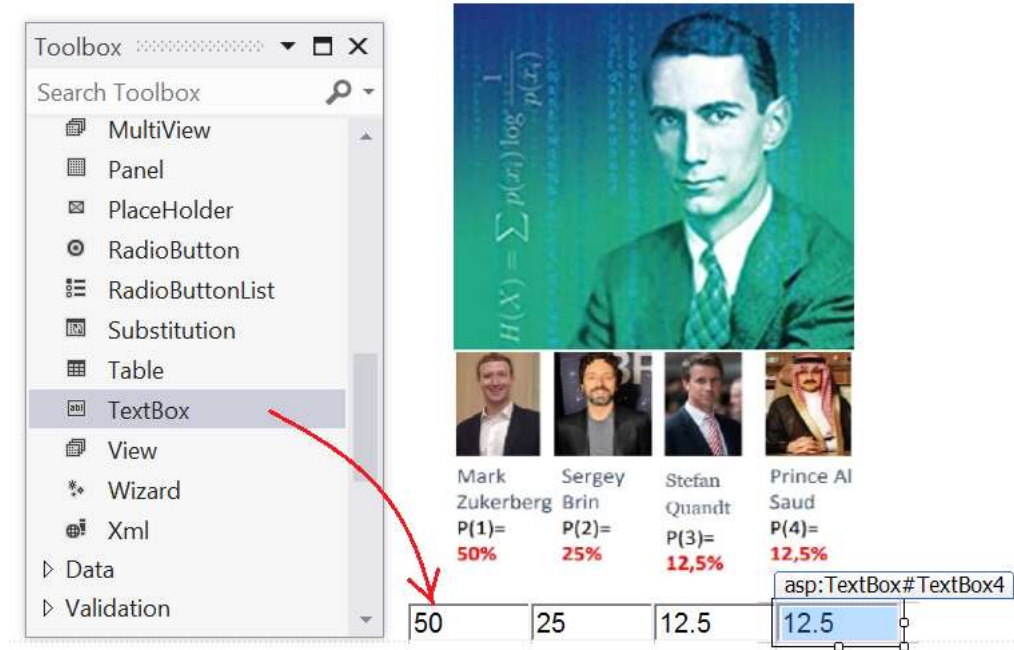
Shannon entropy

$$S(x) = \sum_{i=1}^n p(i) \log_2 \frac{1}{p(i)}$$



Mark Zuckerberg	Sergey Brin	Stefan Quandt	Prince Al Saud
P{1}=	P{2}=	P{3}=	P{4}=
50%	25%	12,5%	12,5%

6. Making 4-6 textboxes



```
<asp:TextBox ID="TextBox1" runat="server" Width="84px">50</asp:TextBox>
<asp:TextBox ID="TextBox2" runat="server" Width="84px">25</asp:TextBox>
<asp:TextBox ID="TextBox3" runat="server" Width="84px">12.5</asp:TextBox>
<asp:TextBox ID="TextBox4" runat="server" Width="84px">12.5</asp:TextBox>
<asp:Button ID="Button1" runat="server" Text="H(X)=" />
<asp:Label ID="Label1" runat="server" Text=" "></asp:Label>
```

7. The interface is ready - start writing the program

```
protected void
    Button1_Click(object sender, EventArgs e)
    {
        float[] ev = new float[4];
        ev[0] = float.Parse(TextBox1.Text);
        ev[1] = float.Parse(TextBox2.Text);
        ev[2] = float.Parse(TextBox3.Text);
        ev[3] = float.Parse(TextBox4.Text);
        double s = 0;
        double p = 0;
        for (int i = 0; i < ev.Length; i++)
        {
            p = ev[i] / 100;
            s += p * Math.Log((1 / p), 2 );
        }
        Label11.Text = s.ToString();
    }
```

8. Checking the work of the program

 1,75

9. Separating I/O and business logic

```
protected void
Button1_Click(object sender, EventArgs e)
{
    float[] ev = new float[4];
    ev[0] = float.Parse(TextBox1.Text);
    ev[1] = float.Parse(TextBox2.Text);
    ev[2] = float.Parse(TextBox3.Text);
    ev[3] = float.Parse(TextBox4.Text);
    double s = 0;
    double p = 0;
    for (int i = 0; i < ev.Length; i++)
    {
        p = ev[i] / 100;
        s += p * Math.Log((1 / p), 2 );
    }
    Label1.Text = s.ToString();
}
```

```
public partial class _Default : System.Web.UI.Page
{
    float[] ev = new float[4];
    double s;
    protected void Button1_Click(object sender,
                                EventArgs e)
    {
        Read();
        BusinessLogic();
        Write();
    }
    void Read()
    {
        ev[0] = float.Parse(TextBox1.Text);
        ev[1] = float.Parse(TextBox2.Text);
        ev[2] = float.Parse(TextBox3.Text);
        ev[3] = float.Parse(TextBox4.Text);
    }
    void BusinessLogic()
    {
        s = 0;
        double p = 0;
        for (int i = 0; i < ev.Length; i++)
        {
            p = ev[i] / 100;
            s = s + p * Math.Log((1 / p), 2);
        }
    }
    void Write()
```

	<pre> { Label1.Text = s.ToString(); } </pre>
--	--

This separation of I / O and business logic makes it easy to rewrite the program for another type of application - WinForms or a console application

10. Migrating the program from the Web Form to the console

Default.aspx	_Default.cs => Default.txt
<pre> public partial class _Default : System.Web.UI.Page { float[] ev = new float[4]; double s; protected void Button1_Click(object sender, EventArgs e) { Read(); BusinessLogic(); Write(); } void Read() { </pre>	<pre> using System; public class _Default { float[] ev = new float[4]; double s; public static void Main(string[] args) { _Default _d=new _Default(); // For Calling a non-static method from a static, // need to create an instance (object) of the class _d.Read(args); _d.BusinessLogic(); _d.Write(); } void Read(string[] args) </pre>


```

        ev[0] = float.Parse(TextBox1.Text);
        ev[1] = float.Parse(TextBox2.Text);
        ev[2] = float.Parse(TextBox3.Text);
        ev[3] = float.Parse(TextBox4.Text);
    }

    void BusinessLogic()
    {
        s = 0;
        double p = 0;
        for (int i = 0; i < ev.Length; i++)
        {
            p = ev[i] / 100;
            s = s + p * Math.Log((1 / p), 2);
        }
    }

    void Write()
    {
        Label1.Text = s.ToString();
    }
}

```

```

    {
        ev[0] = float.Parse(args[0]);
        ev[1] = float.Parse(args[1]);
        ev[2] = float.Parse(args[2]);
        ev[3] = float.Parse(args[3]);
    }

    void BusinessLogic()
    {
        s = 0;
        double p = 0;
        for (int i = 0; i < ev.Length; i++)
        {
            p = ev[i] / 100;
            s = s + p * Math.Log((1 / p), 2);
        }
    }

    void Write()
    {
        Console.WriteLine("H="+s.ToString());
    }
}

```

```
C:\www.hwaet.bsite.net\Projects\3>C:\Windows\Microsoft.NET\Framework\v3.5\csc _Default.cs
Компилятор Microsoft (R) Visual C# 2008 версии 3.5.30729.7903
для Microsoft (R) .NET Framework версии 3.5
(C) Корпорация Майкрософт (Microsoft Corp.). Все права защищены.

C:\www.hwaet.bsite.net\Projects\3>_Default 50 25 12,5 12,5
H=1,75

C:\www.hwaet.bsite.net\Projects\3>
```

Finalize(). Download everything to hosting

