Random Sentence Generator

The “Random Sentence Generator” creates random sentences from a pattern known as a grammar. A grammar is a template that describes the various combinations of words that can be used to form valid sentences. I will provide you with grammars to generate extension requests, poems, and more. You can even create your own. Examples of the output for generating homework extension requests:

**Wear down the Professor’s patience** I need an extension because I used up all my paper and then my dorm burned down and then I didn’t know I was in this class and then I lost my mind and then my karma wasn’t good last week and on top of that my dog ate my notes and as if that wasn’t enough I had to finish my doctoral thesis this week and then I had to do laundry and on top of that my karma wasn’t good last week and on top of that I just didn’t feel like working and then I skied into a tree and then I got stuck in a blizzard on Mt. Greylock and as if that wasn’t enough I thought I already graduated and as if that wasn’t enough I lost my mind and in addition I spent all weekend hung-over and then I had to go to the Winter Olympics this week and on top of that all my pencils broke.

**Plead innocence** I need an extension because I forgot it would require work and then I didn’t know I was in this class.

**Honesty** I need an extension because I just didn’t feel like working.

This assignment dates back to all the way to the ‘80’s. It was originally designed by Mike Claron and Julie Zelenski at Stanford, and it was the first program that I wrote in college— I got 14.5 out of 20 points on it...

1 What is a Grammar?

A grammar is a set of rules for some language, be it English, the Java programming language, or an invented language. If you go on to study computer science, you will learn much more about languages and grammars in a formal sense. For now, we will introduce to you a particular kind of grammar called a Context Free Grammar (CFG). Here is an example of a simple grammar to generate poems:

```plaintext
<start> { 
  The <object> <verb> tonight ;
}

<object> { 
  waves ;
  big yellow flowers ;
  slugs ;
}

<verb> { 
  sigh <adverb> ;
  portend like <object> ;
  die <adverb> ;
}
```
Here are two possible poems generated by this grammar:

The big yellow flowers sigh warily tonight

The slugs portend like waves tonight

Essentially, the strings in brackets (<>) are variables which expand according to the rules in the grammar. More precisely, each string in brackets is known as a “non-terminal”. A non-terminal is a placeholder that will expand to another sequence of words when generating a poem. In contrast, a “terminal” is a normal word that is not changed to anything else when expanding the grammar. The name “terminal” is supposed to conjure up the image that it is a dead-end—no further expansion is possible from here.

A definition consists of a non-terminal and its set of “productions” or “expansions” each of which is terminated by a semi-colon ‘;’. There will always be at least one and potentially several productions that are expansions for the non-terminal. A production is just a sequence of words, some of which may be non-terminals. A production can be empty (i.e. just consist of the terminating semi-colon) which makes it possible for a non-terminal to expand to nothing. The entire list of productions is enclosed in curly braces ‘{ }’. The following definition of <verb> has three productions:

```plaintext
<verb> {
    sigh <adverb> ;
    portend like <object> ;
    die <adverb> ;
}
```

There will always be whitespace surrounding semi-colons and braces to make parsing easy. I will provide the code to read in the grammar file. Your job will be to put that information in a data structure representing the grammar.

Once you create the grammar data structure, you will be able to produce random expansions from it. You begin with the single non-terminal <start>. For a non-terminal, consider its definition, which will contain a set of productions. Choose one of the productions at random. Take the words from the chosen production in sequence, expanding any which are themselves non-terminals as you go. For example:

```plaintext
<start>
The <object> <verb> tonight // expand<start>
The big yellow flowers <verb> tonight // expand <object>
The big yellow flowers sigh <adverb> tonight // expand <verb>
The big yellow flowers sigh warily tonight // expand <adverb>
```

Since we are choosing productions at random, doing the derivation a second time might produce a different result and running the entire program again should also result in different patterns.

## 2 Data Structure and Algorithm Design

The data structures to store a grammar and create sentences are divided into three classes:

- **Definition**: A Definition stores the productions for a single non-terminal. Each production is simply a Vector of Strings that may be either terminals or non-terminals.

- **DefinitionTable**: This class allows you to keep track of String-Definition associations. Here is an example to save and retrieve a definition for one non-terminal:
DefinitionTable table = new DefinitionTable();
Definition def = new Definition();
// sometime later:
table.add("<start>", def);
// sometime even later:
if (table.contains("<start>")) {
def = table.get("<start>");
    System.out.println(def.getProduction(0));
}

- RandomSentenceGenerator: You will need to modify this class to create Definitions for the grammar and insert them into the DefinitionTable. The code to parse the file is provided—you just need to insert extra code to create definitions appropriately.

Once the grammar is properly created, you should implement the generateSentence method. There are many ways to implement this method, but we would like you to use a Stack in order to practice using linear data structures. Here is a simple strategy for generating a random sentence by keeping track of a Stack of strings that still need to be printed or expanded:

1. Push "<start>" onto the Stack.
2. While the Stack is not empty, pop a string s off the Stack. If s is a terminal, simply print it. If s is a non-terminal, look up the definition of s in the grammar and pick a random production for it. Then, push the strings for that production onto the Stack.

There is a strong connection between stack-based algorithms and recursion. How would you write generateSentence as a recursive method?

You should familiarize yourself with all of these classes before you start writing any code.

3 Notes

1. The starter files are in the following directory (don't forget to run chmod u+w after copying):
/private/Network/Servers/cortland.cs.williams.edu/Volumes/Courses/cs136/labs/lab6
2. The program reads from standard input, so run it with a command like
java RandomSentenceGenerator < Poem.g
3. The grammar will always contain a <start> non-terminal to begin the expansion. It will not necessarily be the first definition in the file, but it will always be defined eventually. Your code can assume that the grammar files are syntactically correct (i.e. have a start definition, have the correct punctuation and format as described above, don't have some sort of endless recursive cycle in the expansion, etc.). The one error condition you should catch reasonably (ie, with an assertion) is the case where a non-terminal is used but not defined. It is fine to catch this when expanding the grammar and encountering the undefined non-terminal rather than attempting to check the consistency of the entire grammar while reading it.
4. When generating the output, you do not need to store the result in some intermediate data-structure—just print the terminals as you expand. Each terminal should be preceded by a space when printed except the terminals that begin with punctuation like periods, comma, dashes, etc. You can use the Character.isLetterOrDigit method to check whether a character is punctuation mark. This rule about leading spaces is just a rough heuristic, because some punctuation (quotes for example) might look better with spaces. Don't worry about the minor details, we're looking for something simple that is right most of the time and it's okay if is little off for some cases.
5. Your program should create three random expansions from the grammar and exit.