Harry Potter patterns!

Using pattern matching to find out what sort of character you'd be in Harry Potter.



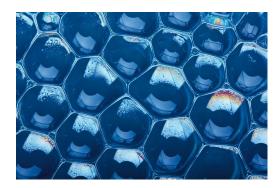


Patterns are everywhere

You might have noticed in your life that a lot of things follow patterns, they're in everything we say, they're all throughout nature, they're even in a lot of the code you've been writing today. It's pretty easy for us humans to recognize patterns. But how does a computer??









Finite state automata

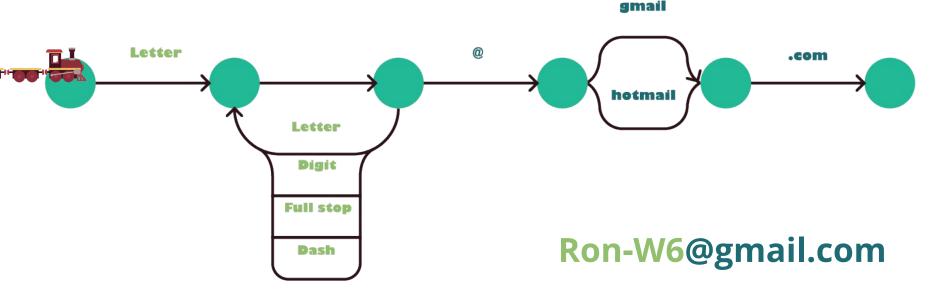
One of the ways computers test if a bit of text follows a pattern is "Finite state automata". Here is a visual representation of how the computer evaluates a string to see if it fits the pattern.



The circles are called "nodes" and every time the computer gets to one, it checks whether the next character fulfils the condition of any of the lines leaving the node. Once it reaches the end the string passes!

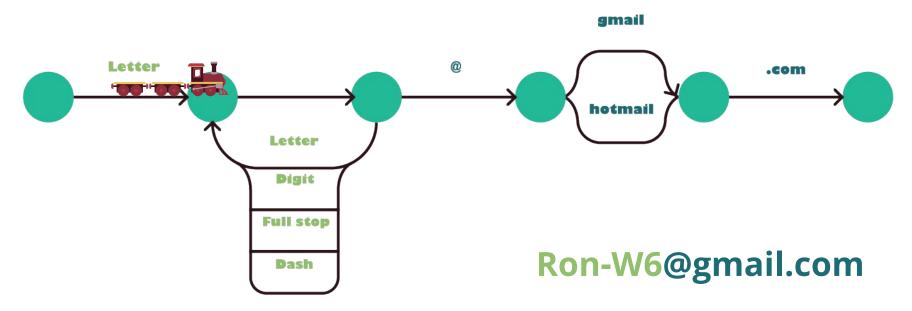


We're going to imagine the computer is a train, the lines are tracks, and the nodes are stations. We're going to use this diagram to test if the email **Ron-W6@gmail.com** is valid



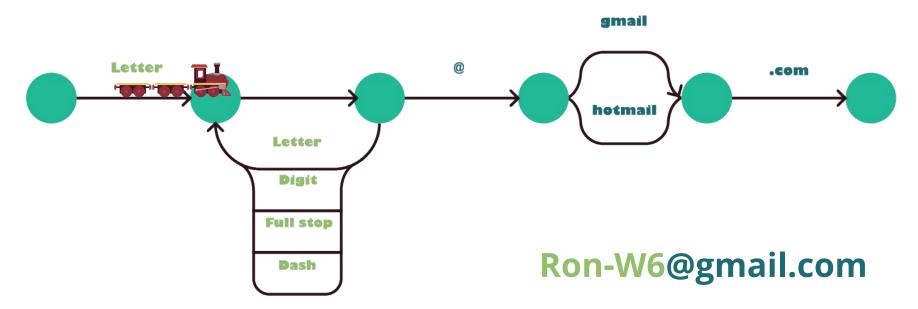


The first character in our email is **R**, since this is a letter our train can move along to the next station



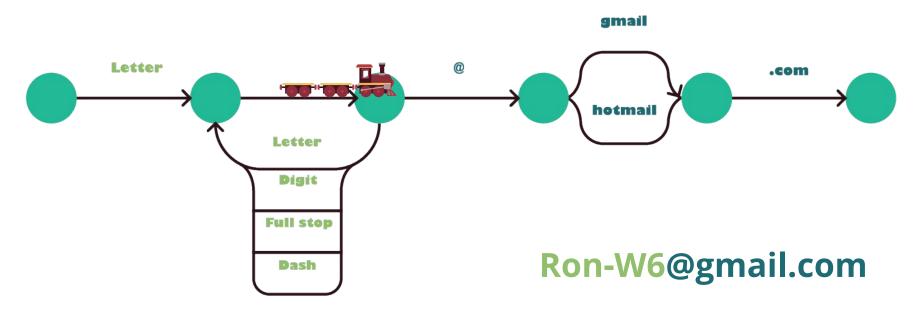


There is no condition for the next station so the train moves forward...



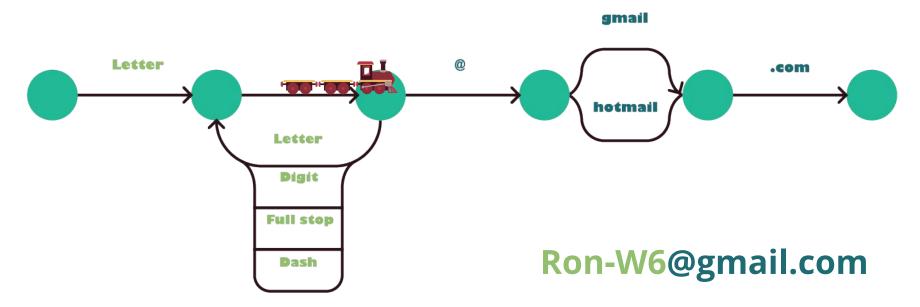


There is no condition for the next station so the train moves forward...



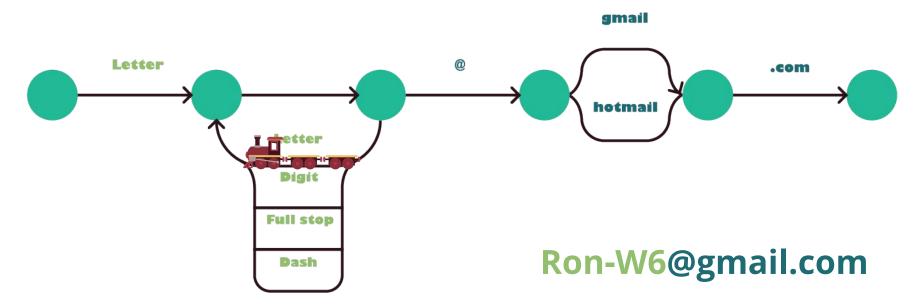


Now the next character in our email is an **o**. Since this is a letter, the train needs to follow the "Letter" tracks back to the previous station



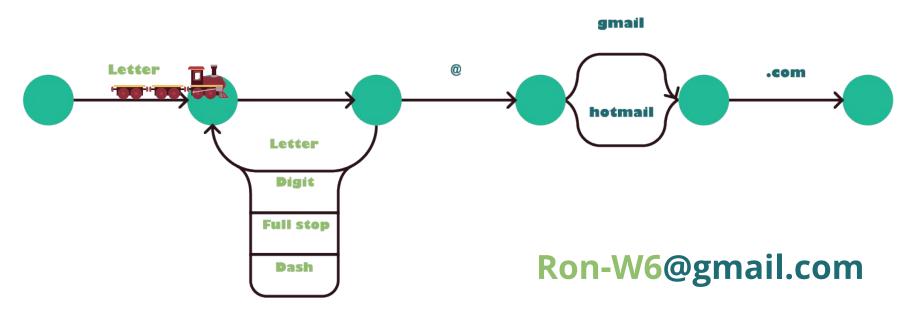


Now the next character in our email is an o. Since this is a letter, the train needs to follow the "Letter" tracks back to the previous station





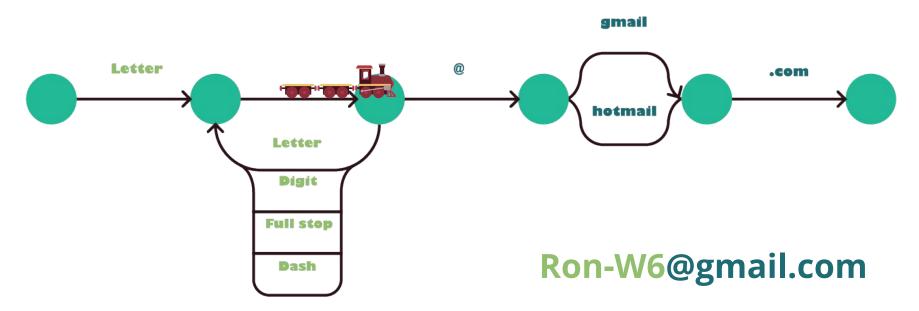
It can then move forward again







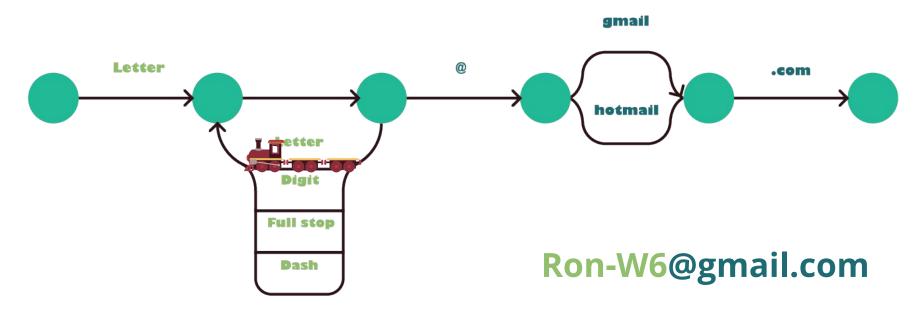
The next character is **n** so it has to go back again.







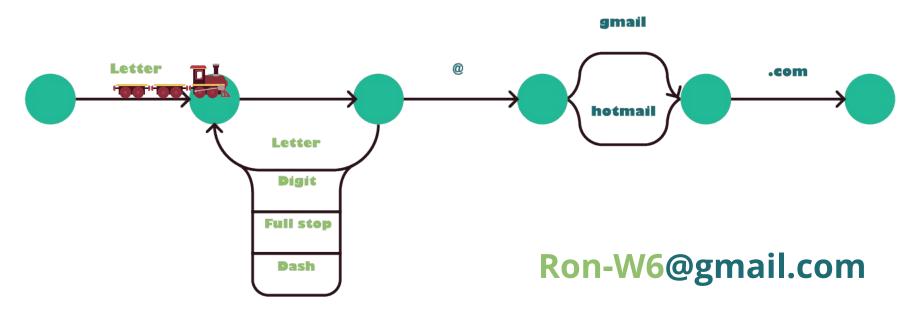
The next character is **n** so it has to go back again.







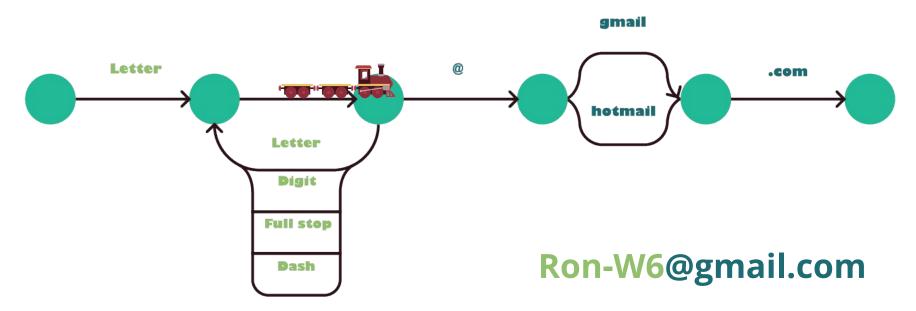
...again it moves forward





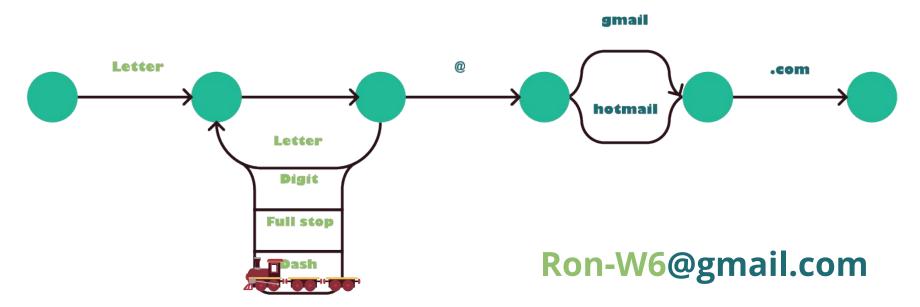


Now, the next character is a dash (-) so it still has to move backwards, just following the "Dash" tracks



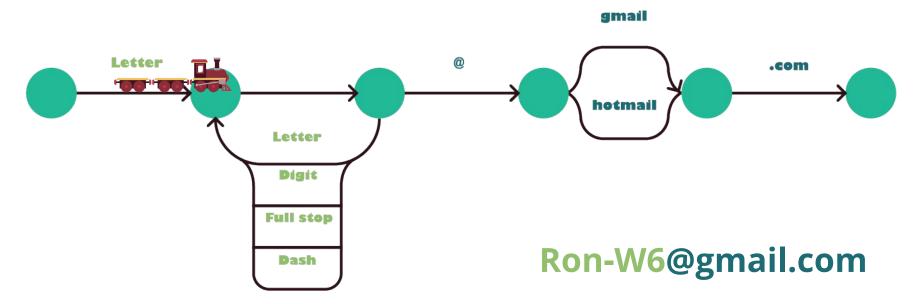


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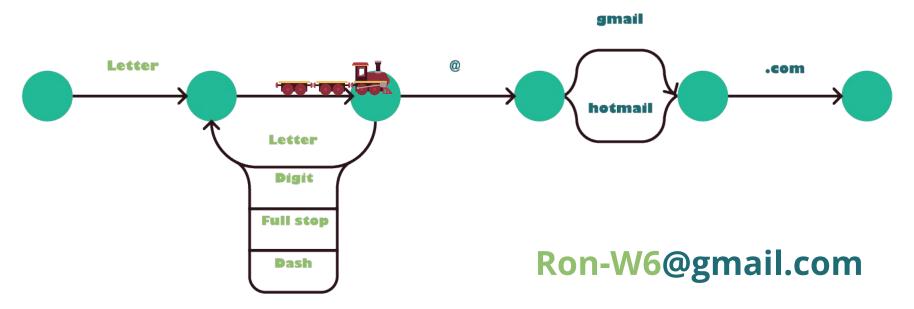


The next couple characters are **W** and **6**, the train will need to do the same thing, following the letter and then digit lines. We're going to skip ahead until after that.



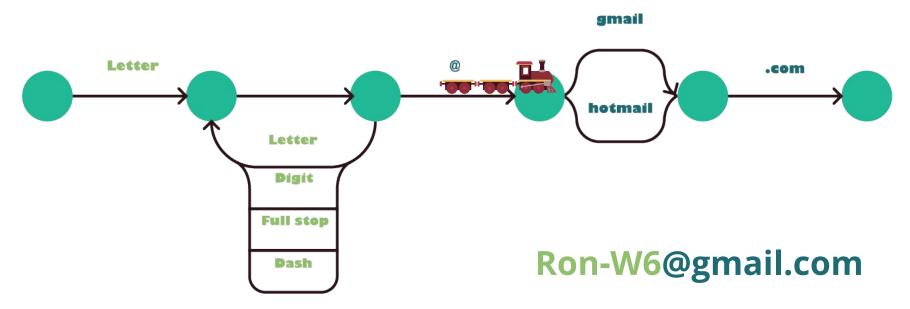


After the "Ron-W6" section of the email there is an at symbol (@) so the train can go ahead



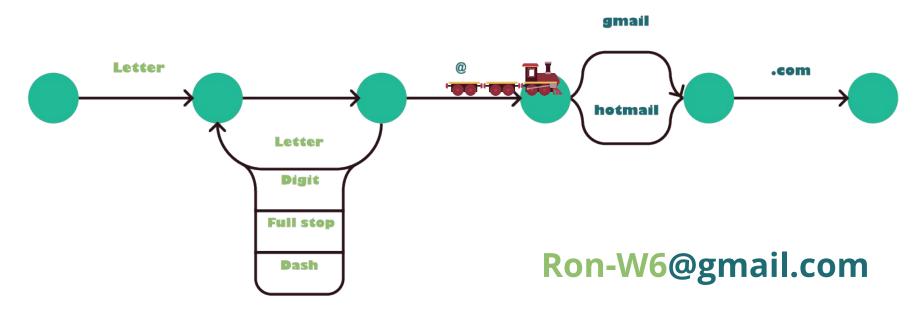


After the "Ron-W6" section of the email there is an at symbol (@) so the train can go ahead



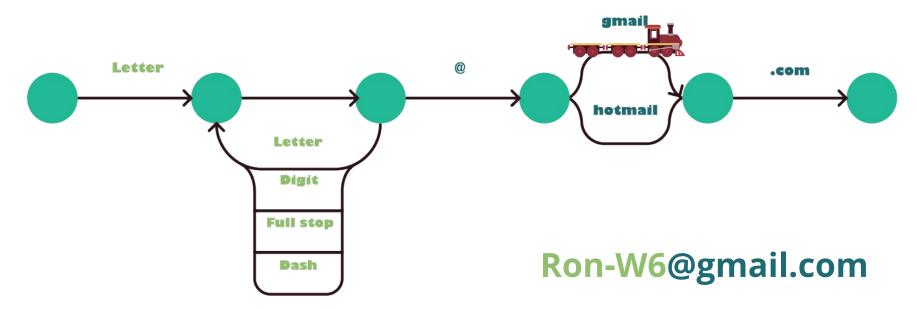


Our example is a gmail so the train can move ahead along the gmail line.





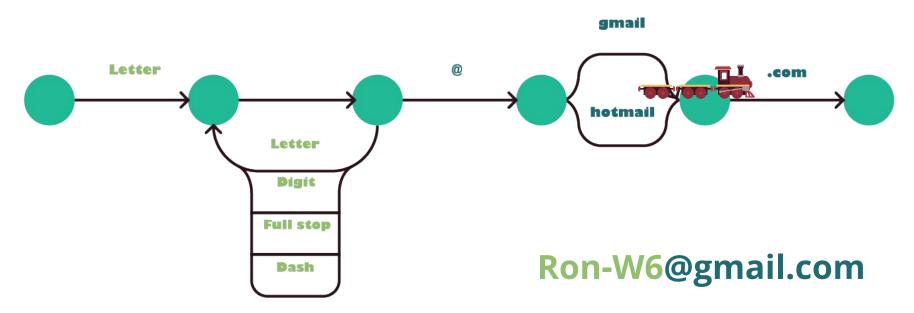
Our example is a gmail so the train can move ahead along the gmail line.







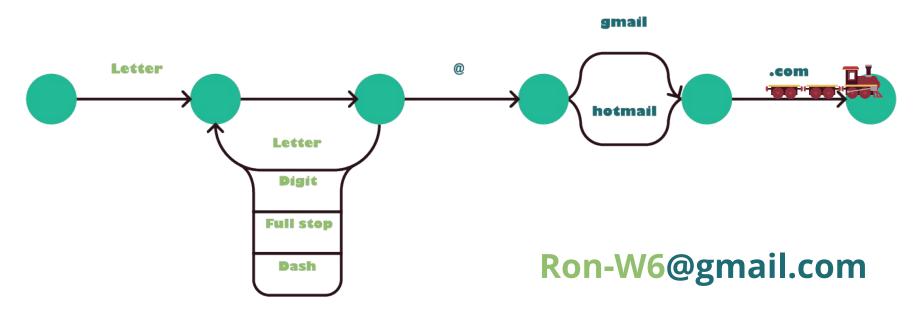
Now the final bit of the email is .com so ahead the train goes







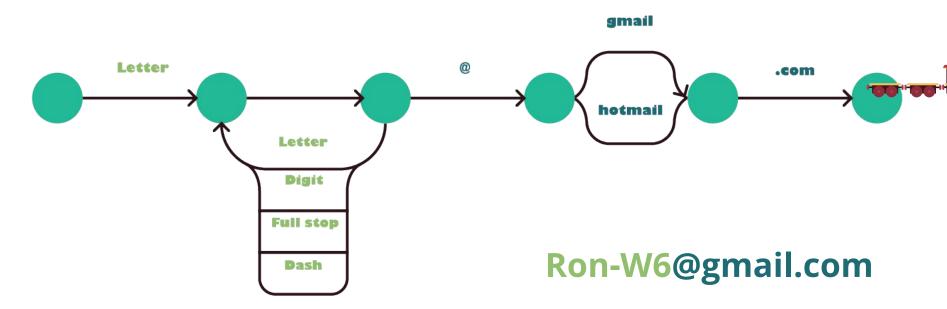
The train has reached the end! This means our example email was valid.







The train has reached the end! This means our example email was valid.







The game

You are stuck in a labyrinth of chambers in the Harry Potter universe, armed only with a piece of paper with a sentence on it, a pen, and your knowledge of pattern matching.

Follow the clues on the chamber walls to navigate the labyrinth and uncover its secrets

There are three labyrinths - can you solve and map them all?





How to play

- 1) Go to the tutors at the front to receive a pen, and a piece of paper with a sentence on it. The tutor will then point out the starting "chamber" or poster for the sentence you got.
- 2) Go to your first "chamber" and it will say something like "if your next word is blah go to chamber X" you need to go though your sentence word by word. Your last chamber will then tell you a fact (your answer)
- 3) Return to a tutor to have your answer marked. They will then send you on your next mission!

Final words

"Eternal glory! That's what awaits the student who wins"

