

**Make sure to do the assignments for BOTH Section 1 and Section 2 below**

## **Section 1: Python Programs**

### **Week 1**

1. Copy all the programs from the Weekly Sessions and get them to work
2. Modify any one of the above programs to change its output
3. Program 1: Write a program to display the message “Hello everyone” **three times**, on separate lines on the screen using **3 print()** statements

```
Hello everyone  
Hello everyone  
Hello everyone
```

4. Modify Program 1 to produce the same output BUT using **only 1 print()**

*Hint: When you put '\n' in a string, the print() function starts a newline e.g.*

```
print('Bye \n Bye\n')
```

outputs

```
Bye  
Bye
```

5. Write a program that prints out your name, followed by a blank line, followed by your address, followed by a blank line, followed by your telephone number (you may make up an address and a telephone number). Save this program as p1\_5.py.

### **Week 2**

1. Create and run the beep program below

```
# beep.py: Just for fun – beep 3 times !!  
  
print("\a \a \a")
```

- (a) Modify Program 1 from Week 1, number 3 above, to beep after it displays each line
- (b) Modify the program to beep twice before it displays each message

2. Write a program that uses a single print command with a number of arguments to print to the screen the strings “Hello,” and “world.” The output should include a space between the comma and the word “world”.  
Save your program as p2.py.
3. Write a program that uses a single print command with a single argument to print to the screen the concatenation of the strings “Hello,” and “world.” Again, the output should include a space between the comma and the word “world”.  
Save your program as p3.py.
4. Write a program that assigns to a variable the concatenation of the strings “Hello,” and “world.” and includes a space between the comma and the word “world”. The program should then print out the value of this variable.

Save your program as p4.py.

For each of the following programs, use assignment statements to give values to variables.

5. Write a program that takes an amount of currency (a float) and an exchange rate to another currency (a float) and prints out the value of the original amount in the other currency. (Use today’s exchange rate for two currencies of your choice.)

Save this program as p5.py.

6. Write a program that takes a single length (a float) and calculates the following:
  - The area of a square with side of that length. (length \* length)
  - The volume of a cube with side of that length. (length \*\* 3)
  - The area of a circle with diameter of that length (3.14 \* (length/2)\*\*2)

You can use 3.1415927 for the value pi.

Save this program as p6.py.

7. Write a program that takes an amount (a float), and calculates the tax due according to a tax rate of 20%.  
Save this program as p7.py.

## Week 3

1. Create and runs the programs convert5.py and convert6.py from the section on *Conditional Statements*, in the *Handbook Introduction to Programming*
2. Modify the calculator program calc3.py from the section on *Conditional Statements*, in the *Handbook Introduction to Programming* to handle multiplication and division as well as addition and subtraction.
3. Write a program to read three numbers and display the largest and smallest of the numbers entered.
4. Write a program to simulate a cash register for a single purchase. The program should read the unit cost (real number) of an item and the numbers of items purchased. The program should display the total cost for the items. If the unit cost is greater than 10000, the program should display an error

message, “Invalid unit cost – too large”. If the unit cost is 0 it should display an error message, “Unit cost cannot be 0”.

Enter unit cost: 5.5  
Enter number of units: 10  
Total cost: 55.0

Enter unit cost: 0  
Unit cost cannot be 0

5. Write a program to show a menu of areas to be calculated and to calculate the area chosen by the user. The menu you are to display, is shown in italics below

*Choose the area you wish to calculate from the menu below*

*a for the area of a square  
b for the area of a circle  
c for the area of a rectangle*

*Enter your choice:*

The program should prompt for the dimensions of the area:  
length of a side in the case of a (area = length \*\*2);  
radius in the case of b (area = 3.14 \* r\*\*2)  
length and breadth in the case of c (area = length \* breadth).

6. Write a program to read a string from the user and display an appropriate message depending on the first character of the string indicating if the character was an uppercase letter, a lowercase letter or a digit ('0' to '9'). Sample outputs are shown below:

Enter a string: A  
You entered an uppercase letter

Enter a string: b  
You entered a lowercase letter

Enter a string: 5  
You entered a digit

Enter a string: &  
You did not enter a letter or a digit.  
You entered &

## **Week 4**

1. Modify Program 4 from Week 3 to allow the user keep entering unit cost and number of units. The program terminates when the user enters -1 for unit cost.
2. Modify Program 5 from Week 3 to use a loop to allow the user keep choosing an area to calculate until the user enters q or Q to quit.

3. Write a program to convert Khat to dollars. The program should continue running until the user enters q or Q to quit e.g.

Enter Khat or q to quit:

4. Write a program to using a loop to  
read number of hours worked per week (maximum is 100)  
read rate per hour (max is 50)  
compute gross pay (pay before tax)  
compute tax at 10% of pay if pay > 100  
tax is 0 if pay <100  
display result as

Gross Pay: 200      rate: 10      Hours worked: 40  
Tax: 20  
Net Pay: 180

Press Y to continue for another employee:

5. Write a program to display 10 lines with  
9 Spaces followed by 1 star on line 1;  
8 spaces followed by 2 stars on line 2,  
7 spaces followed by 3 stars on line 3 and so on

0 spaces and 10 stars on line 10  
The output should appear as follows:

```
*  
**  
***  
****
```

\*\*\*\*\*

6. Modify program 5 above to output a what looks like a “tree” as follows

```
*  
***  
*****  
*****
```

\*\*\*\*\*

7. Write a program to read a string and display it, replacing any occurrence of A in the string by o:

Enter a string with an A in it: ABBA  
Replacing A with o gives: oBBo

8. Write a program to read a string and count the number of digits (0,1,2,..9) in it

Enter a string: 12abc34def56  
There are 6 digits in 12abc34def56

Hint: if `s[i] >='0'` **and** `s[i] <= '9'` then `s[i]` contains a digit.

9. Write a program to read a string and count the number of uppercase letters (A..Z) and lowercase letters (a..z) in the string

Enter a string : ABC defg

3 uppercase letters and 4 lowercase letters in ABC defg

Hint: if `s[i] >='A'` **and** `s[i] <= 'Z'` then `s[i]` contains an uppercase letter.

## Section 2: Weekly Exercises

### Week 1

1. Make the following deliberate errors in a Python program and explain what happens
  - a. Omit " at end of a string
  - b. Omit "(" from a print statement
  - c. Omit ")" from a print statement
  - d. Misspell print as "prince"
  
1. Explain the concept of **variable**
2. Explain what is meant by the *type* of variable
3. Why do we need to use meaningful variable names ?
4. Which of the following are valid Python variable names
  - a. Tax1123
  - b. Tax456
  - c. 12tax
  - d. Tax\_code
  - e. Tax-code
  - f. Tax.code
  - g. print

### Week 2

1. What is the difference between an algorithm and a program ?
2. What is a syntax error ?
3. Why should you use comments in a program ?
4. What type does the `input()` function return ?
5. How can we convert the type returned by `input()` to a float ?

## Week 3

1. What will the following code fragments display:

```
(a)
n = 10

if n == 10:
    print("n is 10")
else:
    print("n is not 10")
```

```
(b)
n = 0

if n =10
    print("n is 10")
else
    print("n is not 10")
```

Explain the error in this code fragment

2. What is a Boolean expression ?
3. What values can a Boolean expression take ?

## Week 4

2. What sequences will the following range functions produce

- a. `range(10)`
- b. `range(10, 14)`
- c. `range(2,10)`
- d. `range(10, 4, -1)`
- e. `range(100, 10, -10)`
- f. `range(1, 10)`
- g. `range (10, -1,-1)`
- h. `range(5, -2, -1)`

3. Will the following loop finish ?

```
j = 0
while j < 10:
    print("j = ", j)
j = j + 1
```