15110 PRINCIPLES OF COMPUTING – LABEXAM 1A- Summer 2015

Name:	Section:	Andrew Id:	Machine:

Directions:

- 1. In your home directory, create a folder named labexam1
- 2. Write a function in Python for each of the following problems and store these functions in the labexam1 folder. **Test your functions** by running in IDLE or calling them with python3 –i. Although we give you example/test runs, your function should work on all legal inputs based on the specifications given, and your output should match the examples as closely as possible for full credit. Remember that we will run your code on additional test cases that are not shown on the exam.
- 3. These problems can be done using for **loops, while loops, or recursion**: your choice (unless otherwise specified).
- 4. Once you are finished, **compress the labexam1 folder into a zip file and submit** it to **AutoLab** (http://autolab.cs.cmu.edu) by the end of lab. **Do not delete the labexam1 folder** from your home directory.

Below is Python3 syntax reminder for for and while loops. If we call the functions below with an argument that is a list of numbers they both print the odd items such that each item is printed on a separate line. Note that the print function can be called with the keyword arguments sep and end, defining respectively, the string to be placed between every two printed values and the string to be printed at the end of the print function. For example, using print(list[i], end='') in the examples below would print the values on the same line.

BONUS: if you write appropriate necessary comments, use meaningful variable names and use necessary spaces to improve the readability of your code you can get a bonus point (upto 3 points in total for questions 2, 3 and 4).

Question 1 (save the file as q1.py in your labexam1 folder)

[20 points]

Rewrite the function below by **renaming** the function and its parameter (*function1*, *parameter1*). Also rename **variable1** according to its aim. As data type Parameter1 is a list of integers. So this function could be called such as "function1([3,5,6,8,9,22])" (before renaming function1). In addition change the sentences like "#bla bla bla" with appropriate brief comments.

[25 points]

Write a python function *squaresBetween(firstNum, lastNum)* that prints the squares of the numbers between integers *firstNum* and *lastNum* (<u>inclusive</u>). You can assume that *firstNum* is less than *lastNum*.

As shown below, first print a string like "Squares of numbers from _____ to ____" and then print the numbers on the same line and use " | " between (instead going to the new line).

Sample usage:

```
>>> squaresBetween(2,5)
Squares of numbers from 2 to 5
4 | 9 | 16 | 25 |
>>> squaresBetween(10,15)
Squares of numbers from 10 to 15
100 | 121 | 144 | 169 | 196 | 225 |
```

Question 3 (save the file as q3.py in your labexam1 folder)

[25 points]

Write a python function *first_num_greater_than(NumbersList, Key)* that takes a list of integers(*NumbersList*) and a key number (*Key*) in order to find and <u>return</u> the first number in the list that is greater than the key number taken. You may assume that the list you have taken has at least one element. If you cannot find a number greater than the key then you should <u>return None.</u>

Sample usage:

```
>>> sampleList = [3, 7, 18, 9, 18, 42, 4, 35, 45]
>>> print(first_num_greater_than(sampleList, 2))
3
>>> print(first_num_greater_than(sampleList, 18))
42
>>> print(first_num_greater_than(sampleList, 100))
None
```

Write a function convert(List1, LetterList) that takes

- 1. a list (List1) of other lists of integers and
- 2. another list of characters (LetterList).

Each list in *List1* consists of a series of integers. Each of these integers is the index of another list which is taken as the second parameter (*LetterList*). Aim of the function is to get the series of numbers from the items of *List1*, to generate **strings** and append them to a new list. And at the end to return that new list of strings as a result. Follow the algorithm below to write this function:

- 1. Create a new empty list (lets say newList. You can give different names.)
- 2. For each item of *List1*
 - a. Generate a string using the list of integers of this item (detailed explanation is below)
 - b. Append this string to the newList
- 3. Return the new list

In order to Generate a string using the list of integers

- 1. Create a new empty string
- 2. For each number in the list of integers
 - a. Add relevant letter to the end of the new string

Hint:

- if a is a list then a.append(x) appends the element c to the list a
- if s is a string s = s + 'X' will concatenate string s and 'X'

Sample usage:

15110 PYTHON REFERENCE SHEET

Arithmetic Operations: ** * / // % + Relational Operations: == != < <= > >=
Logical Operations: and or not

Variable Names: All variable names must start with a letter (lowercase recommended). The remainder of

the variable name (if any) can consist of any combination of uppercase letters, lowercase letters, digits and underscores (_). Variables are case sensitive.

Assignment Statement: variable = expression

Defining a function: def functionname (parameterlist):

function_body

A *parameterlist* may be empty or may include one or more variables representing data required for the function, separated by commas.

Calling a function: functionname (argumentlist)

An *argumentlist* may be empty or may include one or more expressions representing data required for the function to use, separated by commas.

Importing module: import modulename

Using module: modulename . functionname (argumentlist)

print (data) prints data to screen and moves cursor to next line print (data, end="") prints data to screen and keeps cursor on same line

print() moves cursor to next line

return (data) returns data to instruction that called this function

for v in range (x, y, z): loops for v = x through y-1, inclusive in steps of z loop_body (y is optional, default 0. z is optional, default 1.)

while condition: loops while condition is True

loop_body

if condition1: executes instruction1 set once if condition1 is True

 $instruction1_set$

elif condition2: otherwise executes instruction2 set once if condition2

instruction2_set is True. This part is optional, can be repeated.

else: otherwise executes *instruction3* set once if all

instruction3_set previous conditions tested as False. Optional.

Lists: *listname* = [] An empty list.

listname = [$item_0$, $item_1$, ..., $item_{n-1}$] A list of n items, n >= 1.

listname [i] Evaluates to the ith element of the list

len (*listname*) returns the number of items in the list

item in listname returns True if the item is in the list, False otherwise.

 $\begin{array}{ll} \textit{listname} \, [\,i\,:\,j\,] & \text{returns a sublist of list from index } i \text{ to } j\text{-}1 \\ \textit{listname} \, = \, [\,item\,] \quad * \quad n & \text{creates a list with } n \text{ copies of the item} \end{array}$

listname.append(item) appends item to end of the list

listname.remove (*item*) removes the first occurrence of the item in the list

listname.insert (pos, item) insert the item to the item in so that its index will be equal to pos

for *item* in *listname*: performs instructions once for each item in list, no index is available

loop_body (*item* can be referenced in loop body)