

Midterm - Skill Test	
Course Code: CPE 201L	Program: BS Computer Engineering
Course Title: Data Structures and Algorithms	Date Performed:9/6/2025
Section: 2A	Date Submitted:9/6/2025
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<b>1.Objectives</b>	
<p>Choose only one (1):</p> <ol style="list-style-type: none"> <li>Implement an array of even integers less than 50 but not less than 20 and do the following operations: <ol style="list-style-type: none"> <li>Display the elements</li> <li>Find the maximum element</li> <li>Reverse the array</li> </ol> </li> <li>Implement a singly linked list of odd integers from 1 to 30 and do the following operations: <ol style="list-style-type: none"> <li>Display all data</li> <li>Append a node</li> <li>Delete a node</li> </ol> </li> </ol>	
<b>2. Discussion</b>	
<p>Data structures are fundamentals of any programming language. This is where we define the data type, data elements, and operations of a program. In data structures, there are different levels of organizing data such as arrays, linked-list, stacks, and queues. These structures have their own varying ways of accessing and storing data that each have their own right uses for a specific problem/situation. For instance, Linked-List is a type of data structure where each data element (node) contains an address/pointer to the next node. This makes it possible for insertion and deletion at all places of the linear list. Another example is an array; it is a type of data structure where the data elements are arranged in an orderly manner.</p> <p>In this skill test for midterm, I chose number 2.</p>	
<b>3. Materials and Equipment</b>	
<ul style="list-style-type: none"> <li>Github – Location where the file is uploaded</li> <li>Google Colab – Used to transfer file in github</li> <li>Python – Programming language</li> <li>Pycharm – Compiler used for coding</li> </ul>	
<b>4. Procedure</b>	
<ol style="list-style-type: none"> <li>I designed a node class to store data and the reference to the next code.</li> <li>I constructed a LinkedLst class with a head pointer initialized to None.</li> <li>I implemented methods: <ul style="list-style-type: none"> <li>append() to add the odd numbers of the given range</li> <li>delete_all() to delete all nodes</li> <li>delete_by_value() to delete a node</li> <li>traverse() to display all nodes.</li> </ul> </li> <li>I developed a menu-driven program with options to traverse, append nodes with the given range, delete all nodes and by value, or exit.</li> <li>I incorporated input validation to handle invalid choices.</li> <li>I executed and tested the program to verify correct functionality of all the methods.</li> </ol>	

## 5. Output

```

1 class Node(): 1usage
2     def __init__(self, data):
3         self.data = data
4         self.next = None
5
6 class SinglyLinkedList(): 1usage
7     def __init__(self):
8         self.head = None
9
10    def append(self, data): 2 usages (1 dynamic)
11        new_node = Node(data)
12        if not self.head:
13            self.head = new_node
14            return
15        current = self.head
16        while current.next:
17            current = current.next
18        current.next = new_node
19
20    def delete_by_value(self, value): 1usage
21        if not self.head:
22            print("List is empty.")
23            return
24        if self.head.data == value:
25            self.head = self.head.next
26            return
27        current = self.head
28        while current.next and current.next.data != value:
29            current = current.next
30        if current.next:
31            current.next = current.next.next
32        else:
33            print(f"Value {value} not found in the list.")
34
35    def delete_all(self): 1usage
36        self.head = None
37
38    def traverse(self): 2 usages (1 dynamic)
39        current = self.head
40        while current:
41            print(current.data, end=" -> ")
42            current = current.next
43        print("None")
44
45 if __name__ == "__main__":
46     sll = SinglyLinkedList()
47     while True:
48         print("Midterm skill test: Appending odd numbers")
49         print("1. Display all data")
50         print("2. Append a node")
51         print("3. Delete a node")
52         print("4. Clear all nodes")
53         print("5. Exit")
54         choice = int(input("Enter your choice: "))
55         if choice == 1:
56             sll.traverse()
57         elif choice == 2:
58             data = int(input("Enter the maximum range to append its odd numbers: "))
59             for i in range(1, data + 1):
60                 if i % 2 != 0:
61                     sll.append(i)
62         elif choice == 3:
63             value = int(input("Enter the exact value of the node to delete: "))
64             sll.delete_by_value(value)
65         elif choice == 4:
66             sll.delete_all()
67         elif choice == 5:
68             break
69         else:
70             print("Enter a number from 1-5")
71

```

Figure 1: Screenshot of the program

In figure 1, it shows the code of the program. As seen above, this program was made by creating a node and linked list class. Inside these classes, its properties and methods (behavior) are defined.

Below are the process of how I tested this program, hence, completing the main objective of this test.

### TESTING THE CODE:

```

Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 2
Enter the maximum range to append its odd numbers: 30
Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 1
1 -> 3 -> 5 -> 7 -> 9 -> 11 -> 13 -> 15 -> 17 -> 19 -> 21 -> 23 -> 25 -> 27 -> 29 -> None

Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 3
Enter the exact value of the node to delete: 15
Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 1
1 -> 3 -> 5 -> 7 -> 9 -> 11 -> 13 -> 17 -> 19 -> 21 -> 23 -> 25 -> 27 -> 29 -> None

Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 4
Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 1
None
Midterm skill test: Appending odd numbers
1. Display all data
2. Append a node
3. Delete a node
4. Clear all nodes
5. Exit
Enter your choice: 5
Process finished with exit code 0

```

Figure 2: Screenshot of the program output

In conclusion, this midterm skill test was a challenging exam since it has taken me so much time in order to finish the program. One of the challenging parts in the objective was implementing a method to delete a node with a specified value. On the contrary, it was really easy implementing a method to delete all nodes. Aside from that, I think the easiest part of this program was implementing a way so that only the odd numbers are added in the singly list with a given range of 30. I did it through modulo (%), in which I remembered that it gives the remainder when dividing a number. Since I already know how to find the odd numbers, I just implemented a for loop so it will append it to the singly linked list. Overall this midterm skill helped me understand the level of my programming language, giving me the urge to improve more and excel in my chosen field.

Lab Activity Rubric											
Criteria		Ratings								Pts	
 SO 7 PI 1 <b>Student Outcome 7.1</b> Acquire and apply new knowledge from outside sources.  threshold: 4.8 pts	6 pts Excellent   Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently and applies knowledge learned into practice	5 pts Good   Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently	4 pts Satisfactory   Look beyond classroom requirements, showing interest in pursuing knowledge independently	3 pts Unsatisfactory   Begins to look beyond classroom requirements, showing interest in pursuing knowledge independently	2 pts Poor   Relies on classroom instruction only	1 pts Very Poor   No initiative or interest in acquiring new knowledge	6 pts				
 SO 7 PI 2 <b>Student Outcome 7.2</b> Learn independently  threshold: 4.8 pts	6 pts Excellent   Completes an assigned task independently and practices continuous improvement	5 pts Good   Completes an assigned task without supervision or guidance	4 pts Satisfactory   Requires minimal guidance to complete an assigned task	3 pts Unsatisfactory   Requires detailed or step-by-step instructions to complete a task	2 pts Poor   Shows little interest to complete a task independently	1 pts Very Poor   No interest to complete a task independently	6 pts				
 SO 7 PI 3 <b>Student Outcome 7.3</b> Critical thinking in the broadest context of technological change  threshold: 4.8 pts	6 pts Excellent   Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions	5 pts Good   Evaluate information from a variety of sources; formulates a clear and precise perspective.	4 pts Satisfactory   Analyze information from a variety of sources; formulates a clear and precise perspective.	3 pts Unsatisfactory   Apply the gathered information to formulate the problem	2 pts Poor   Gather and summarized the information from a variety of sources but failed to formulate the problem	1 pts Very Poor   Gather information from a variety of sources	6 pts				
 SO 7 PI 4 <b>Student Outcome 7.4</b> Creativity and adaptability to new and emerging technologies  threshold: 4.8 pts	6 pts Excellent   Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue.	5 pts Good   Ideas are creative and adapt the new knowledge to solve a problem or address an issue	4 pts Satisfactory   Ideas are creative in solving a problem, or address an issue	3 pts Unsatisfactory   Shows some creative ways to solve the problem	2 pts Poor   Shows initiative and attempt to develop creative ideas to solve the problem	1 pts Very Poor   Ideas are copied or restated from the sources consulted	6 pts				
Total Points: 24											