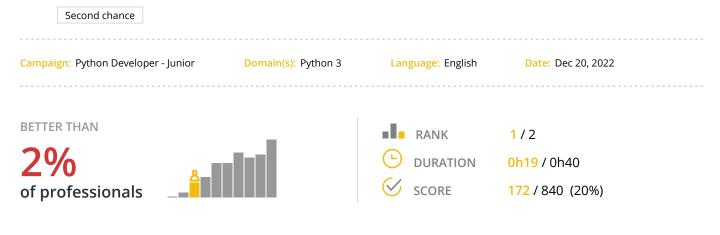
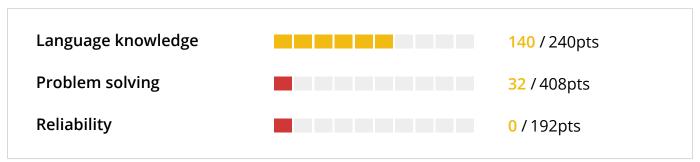
# Pramitha Ramkumar (2018csc027@univ.jfn.ac.lk)



#### Python 3 172 / 840pts (20%)





**Access detailed report** 



### Question 1: Object instantiation





(v) Python 3 (v) 00:39 / 00:45 (d) 20 / 20 pts



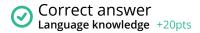
## Question

How does one create a new instance point of the following object:

```
class Point():
    def __init__(self, x, y):
       self.x = x
        self.y = y
    def __eq__(self, other):
       return (self.x, self.y) == (other.x, other.y)
```

## **Answer**

- point = new Point(x, y)
- point = Point(point, x, y)
- point = Point(x, y)





### **Question 2:** For loop





Python 3 00:16 / 00:35 20 / 20 pts





How would you iterate over the following list: arr = [1, 2, 3, 4, 5]?

## **Answer**

- for n in arr:
- for n : arr:
- foreach n of arr:
- Result
- Correct answer Language knowledge +20pts



#### **Question 3:** Concatenate lists





(i) Python 3 (ii) 00:35 / 00:35 (iii) 0 / 60 pts



The candidate ran out of time for this question. Their answer was automatically submitted at the end of the preset time.

# Question

Which of these instructions can you use to concatenate the two lists a and b?

Check all valid answers.

## **Answer**

- a.append(b)
- a.concat(b)
- a & b
- a + b

### Result

Incorrect answer Language knowledge +60pts



#### **Ouestion 4:** Execution order





(i) Python 3 (i) 01:00 / 01:00 (ii) 0 / 40 pts



The candidate ran out of time for this question. Their answer was automatically submitted at the end of the preset time.

# Question

The code below is in a file called file.py. If you run the python3 file.py command, in what order will the code blocks be executed?

```
#code block A - start
#code block A - end
def main():
   #code block B - start
   #code block B - end
if __name__ == '__main__':
   main()
#code block C - start
# ...
#code block C - end
```

## **Answer**

Δ	th	nan	R	th	nan	$\mathbf{c}$
A	u	ш	D	u	len	L

- only B is executed
- A then B
- A then C then B
- A then C





Incorrect answer
Language knowledge +40pts



#### **Question 5:** Largest wins from chaos





Python 3 (>) 02:51 / 05:00



32 / 100 pts



find\_largest(numbers) should return the largest number from numbers. The array numbers always contains at least one number.

Implement find\_largest(numbers).



```
1 # Python code below
2 # Use print("messages...") to debug your solution.
4 def find_largest(numbers):
     # Your code goes here
      max=0
     temp=0
     for i in numbers:
         if i>max:
10
              max=i
11
12 return max
                                  ▶ Watch code playback
```

- It works using simple data sample Problem solving +32pts
  - Still works when the array contains only Integer.MIN\_VALUE Reliability +58pts
  - Still works if the largest number is at position 0 in the array Reliability +5pts
  - Still works if the largest number is at the last position in the array Reliability +5pts



#### **Question 6: Correction**





Python 3 ( ) 00:18 / 05:00 ( ) 100 / 100 pts



# Question

The following factorial function written by your colleague Fred is supposed to return the factorial of a number, but it is broken.

Fix the factorial function.

As a reminder: factorial(n) = 1 \* 2 \* 3 \* ... \* n

## **Answer**

```
1 # Python code below
2 # Use print("messages...") to debug your solution.
4 def factorial(n):
     if n == 0:
         return 1
          return n * factorial(n-1)
                                  Watch code playback
```





#### Question 7: Approximation of $\pi$



Python 3



04:44 / 12:00



0 / 200 pts



In this exercise we will calculate an approximation of  $\pi$  (Pi).

The technique is as follows:

Take a random point P at coordinate (x, y) such that 0 # x # 1 and 0 # y # 1. If  $x^2 + y^2 \# 1$ , then the point is inside the quarter disk of radius 1, otherwise the point is outside.

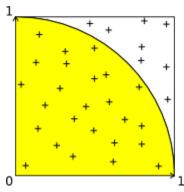


Fig 1. An example using 33 random points.

We know that the probability that the point is inside the quarter disk is equal to #/4.

Write the piApprox(pts) function who will use the points pts to return an approximation of the number float  $\pi$ .

pts is a multidimentional list of float.

#### Input:

Each item in pts is a point. A point is represented by an array containing exactly two numbers, respectively, x and y such that 0 # x # 1 and 0 # y # 1. pts is never None and always contains at least one item.



# Answer

- $\bigotimes$  Approximation of π is correct (related to pts)
  Problem solving +171pts
  - The point P(1, 0) is inside the quarter disk Reliability +29pts



#### **Question 8: Summer Sales**











It's almost the Summer Sales!

You work for a shop that wishes to give a discount of discount to the most expensive item purchased by a given customer during the sales period. Only one product can benefit from the discount.

You are tasked by the shop owner to implement the function calculate\_total\_price(prices, discount) which takes the list of prices of the products purchased by a customer and the percentage discount as parameters and returns the total purchase price as an integer (rounded down if the total is a float number).

#### Constraints:

0 ≤ discount ≤ 100 0 < price of a product < 100000 0 < number of products < 100





```
1 import sys
 2 import math
 3 from contextlib import redirect_stdout
6 def calculate_total_price(prices, discount):
       # Write your code here
       # To debug: print("Debug messages...", file=sys.stderr, flush=True)
9
       """if(discount>=0 and discount<=100):
10
          result=prices-discount
           return result"""
11
12
      #result= prices-discount
13
      #return result
14
15
16 # Ignore and do not change the code below
17 def main():
18
       # pylint: disable = C, W
19
       discount = int(input())
20
       n = int(input())
       prices = [int(i) for i in input().split()]
21
22
       with redirect_stdout(sys.stderr):
23
           price = calculate_total_price(prices, discount)
24
      print(price)
25
26
27 if __name__ == "__main__":
28
      main()
29 # Ignore and do not change the code above
                                   ▶ Watch code playback
```



- Simple sum
  Problem solving +35pts
- ► Large discount Problem solving +35pts
   ←35pts
   ←3
- Correct rouding Reliability +35pts
- One item free
- No sales
  Problem solving +35pts
- Big purchase
  Problem solving +30pts
- Same price
  Reliability +30pts
- One item only Reliability



#### Glossary

#### Language knowledge

Measuring this skill allows us to determine the candidate's level of experience in the practice of a specific programming language. This skill is particularly important if, for example, you are looking for a developer who wil have to become quickly operational.

#### Design

This measurement gives an indication of the candidate's ability to implement standard solutions to common problems. A developer with a good level of proficiency in this skill will contribute to increase the quality (maintainability, extensibility) of your applications. It does not rely specifically on technology. This skill is particularly important if, for example, you are looking for a developer who will have to work on the architecture of your applications and to develop long-term solutions.

#### Problem solving

This skill corresponds to the candidate's ability to understand and to structure their reasoning in order to find efficient solutions to complex problems. It does not rely specifically on technology. This skill is particularly important if, for example, you are looking for R&D developers.

#### Reliability

Reliability refers to the candidate's ability to achieve solutions that address specific cases. Developers with a high reliability score are likely to create more robust applications (less bugs).

