

Full Stack Development with AI

Lab 6.5 – Summary Exercises on Python Programming Methodology

Lab Overview

In this lab, you will combine all the Python language constructs and programming techniques that you have learnt thus far to solve intermediate to advanced programming problems.

Exercise 1 – Pascal’s Triangle

Pascal’s triangle is a triangular array of binomial coefficients arranged in a triangle.

To construct Pascal’s triangle, we begin by numbering the first row as $n = 0$. The second row would be $n = 1$, the third row would be $n = 2$, etc. Each row contains $n + 1$ elements with the first element numbered as $k = 0$. The second element would be $k = 1$, the third element $k = 2$ until the last element, which is $k = n + 1$.

On row 0, we simply write the number one. To derive the elements for the subsequent rows, we use this algorithm – add the number directly above and to the left with the number directly above and to the right of a specific element to find the new number for that element. If either the number to the left or right is not present, we will substitute a zero in its place.

A Pascal’s triangle of 6 rows is shown in the figure below. The first element, i.e., $k = 0$, in the sixth row, i.e., $n = 5$, is derived as $0 + 1 = 1$. The second element, i.e., $k = 1$, in the sixth row is derived as $1 + 4 = 5$.

```
      1
     1 1
    1 2 1
   1 3 3 1
  1 4 6 4 1
 1 5 10 10 5 1
```

Mathematically, the number of each element is calculated with the same formula for calculating combinations:

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

For example, 5 choose 3, i.e., the sixth row ($n = 5$) fourth element ($k = 3$) in the figure, would be:

$$\binom{5}{3} = \frac{5!}{3!(5-3)!} = \frac{5!}{3! \times 2!} = \frac{5 \times 4 \times 3 \times 2 \times 1}{(3 \times 2 \times 1) \times (2 \times 1)} = \frac{5 \times 4}{2 \times 1} = 10$$

To simplify the computation of $5 \text{ choose } 3$, we can actually cancel out the $(3 \times 2 \times 1)$ in the denominator from the numerator. This will give us an easier formula to program in C:

$$\binom{n}{k} = \frac{\prod_{i=k+1}^n i}{(n-k)!}$$

Using the simplified formula, $5 \text{ choose } 3$ would be computed as:

$$\binom{5}{3} = \frac{\prod_{i=3+1}^5 i}{(5-3)!} = \frac{\prod_{i=4}^5 i}{2!} = \frac{4 \times 5}{2 \times 1} = 10$$

Write a program that prompts the user for the number of rows required. Then output the Pascal's triangle with the required number of rows. The maximum number of rows that you need to handle is nine rows. If you wish to go beyond nine, don't worry if the shape of the triangle is not symmetrical.

Hints: The product operator for the product of a sequence, i.e., \prod , can be computed using a similar algorithm as that for computing factorial.

Sample Program Run:

PROBLEMS OUTPUT TERMINAL PORTS POSTMAN CONSOLE DEBUG CONSOLE

```
D:\Dropbox (Personal)\Teaching - NUS STMI\Emeritus - Full Stack AI\Module Contents\Module 06 - Introduction to Python
Enter the Number of Rows Required = 9
You have requested a Pascal Triangle of 9 rows :)
```

```

      1
     1 1
    1 2 1
   1 3 3 1
  1 4 6 4 1
 1 5 10 10 5 1
1 6 15 20 15 6 1
1 7 21 35 35 21 7 1
1 8 28 56 70 56 28 8 1
```

```
D:\Dropbox (Personal)\Teaching - NUS STMI\Emeritus - Full Stack AI\Module Contents\Module 06 - Introduction to Python
Enter the Number of Rows Required = 20
You have requested a Pascal Triangle of 20 rows :)
```

```

      1
     1 1
    1 2 1
   1 3 3 1
  1 4 6 4 1
 1 5 10 10 5 1
1 6 15 20 15 6 1
1 7 21 35 35 21 7 1
1 8 28 56 70 56 28 8 1
1 9 36 84 126 126 84 36 9 1
1 10 45 120 210 252 210 120 45 10 1
1 11 55 165 330 462 462 330 165 55 11 1
1 12 66 220 495 792 924 792 495 220 66 12 1
1 13 78 286 715 1287 1716 1716 1287 715 286 78 13 1
1 14 91 364 1001 2002 3003 3432 3003 2002 1001 364 91 14 1
1 15 105 455 1365 3003 5005 6435 6435 5005 3003 1365 455 105 15 1
1 16 120 560 1820 4368 8008 11440 12870 11440 8008 4368 1820 560 120 16 1
1 17 136 680 2380 6188 12376 19448 24310 24310 19448 12376 6188 2380 680 136 17 1
1 18 153 816 3060 8568 18564 31824 43758 48620 43758 31824 18564 8568 3060 816 153 18 1
1 19 171 969 3876 11628 27132 50388 75582 92378 92378 75582 50388 27132 11628 3876 969 171 19 1
```

Exercise 2 – Greatest Common Divisor

The greatest common divisor (gcd) of two positive integers is the largest positive integer that divides the two numbers without a remainder. Write a program that prompts user to input two positive integers and then compute the gcd.

You are **NOT** allowed to use any function from the `math` module.

Post Exercise Thoughts: How long does your program take to compute the gcd for two numbers? If it takes longer than the blink of your eyes, try to find a faster algorithm 😊

Sample Input	Sample Output
48,18	6
1235, 255	5
55546364, 5656	404

Exercise 3 – Least Common Multiple

The least common multiple (lcm) of two positive integers is the smallest positive integer that is divisible by both numbers. Write a program that prompts user to input two positive integers and then compute the lcm.

You are **NOT** allowed to use any function from the `math` module.

Sample Input	Sample Output
4, 2	4
234, 123	9594
8968, 5687	51001016

Exercise 4 – Palindrome Checking the Easy and Fun Way

In Python, a `str` is a sequence of characters that is structurally similar to a `list` of characters except that `str` is immutable. In other word, we can only use indexing to select an individual character in a `str` but we cannot modify an individual character.

Write a program to check whether a word or phrase of any number of alphabets is a palindrome. In the case of a phrases, you should strip away all whitespaces and special characters before performing the check

Sample Input	Sample Output
Madam	Is a palindrome
Apple	Is not a palindrome
Racecar	Is a palindrome
Rotator	Is a palindrome
no lemon, no melon	Is a palindrome
Eva, can I see bees in a cave?	Is a palindrome
The brown fox jumps over the lazy dog!	Is not a palindrome

Exercise 5 – Mean Calculator

Write a program that asks user to input a **list** of positive numbers (including floating point numbers), as many as required, one at a time. Thereafter, the program should calculate the three mean numbers of the dataset.

The formulas of the three mean numbers are provided below:

- Arithmetic mean: $A = \frac{x_1 + \dots + x_n}{n}$
- Geometric mean: $G = \sqrt[n]{x_1 \cdot \dots \cdot x_n}$
- Harmonic mean: $H = \frac{n}{\frac{1}{x_1} + \dots + \frac{1}{x_n}}$

Sample Input	Sample Output
1, 2, 3, 4, 5, 6, 7, 8, 9, 10	5.500, 4.529, 3.414
15, 55, 9, 63, 80, 100, 45, 63, 26, 75	53.100, 42.813, 30.843
3.142, 55.5, 80, 90, 10, 65.6, 75.5, 45.5, 30, 25.5	48.074, 34.161, 17.155

Exercise 6 – Concatenate Any Number of Lists Index-wise

Write a program that asks user to input any number of **list** of string values separately. For each **list**, the string values are separated or delimited by a single space character.

Then concatenate all the **list** index-wise, i.e., the string values at index 0 of all **list** would be concatenated together. Create an additional new list to contain the concatenated results starting from the 0th index item from all **list**, then the 1st index item, and so on till the last element. If any of the original **list** has insufficient items, the remaining new values would just be the original values of those **list** that are long enough.

Sample Input	Sample Output
H n a w K e e m a l l r e s y	['Her', 'name', 'was', 'Kelly']
I am shorter I am longer by three words I am much longer by four words	['III', 'amamam', 'shorterlongermuch', 'bylonger', 'threeby', 'wordsfour', 'words']

Exercise 7 – Reusing the Mean Calculator

Recall that in Exercise 5, you were asked to write a program that asks user to input a **list** of positive numbers (including floating point numbers), and thereafter to calculate the arithmetic mean, geometric mean and harmonic mean of the dataset.

In this question, you would be rewriting the program using the procedural programming paradigm to allow the mean calculator to be reused easily in any other future programs that you might be writing.

Perform the following tasks in order:

- 1) Create a Python module and name it as **mean_calculator.py**.
- 2) Define a function **get_number()** in **mean_calculator.py** that prompts user to input a number. If the user input an empty string, return **None** to the caller.

If the user input a non-empty string, the input data should be validated as a valid number, either integer or floating-point number. Otherwise, user should be repeatedly prompted to re-input until a valid number or empty string has been inputted.

Thereafter, the function should cast the input data into the correct data type, i.e., either **int** if the number does not contain the decimal point or **float** if otherwise, and return it to the caller.

- 3) Define a function **get_numbers()** in **mean_calculator.py** that uses **get_number()** to obtain a **list** of numbers from user and return to the caller. The list may contain a mix of integer and floating-point numbers. The function should stop prompting for new number and return the current **list** as soon as user has entered an empty string.
- 4) Define a function **calculate_arithmetic_mean(nums)** in **mean_calculator.py** that takes in a **list** of numbers and returns the arithmetic mean of the dataset.
- 5) Define a function **calculate_geometric_mean(nums)** in **mean_calculator.py** that takes in a **list** of numbers and returns the arithmetic mean of the dataset.
- 6) Define a function **calculate_harmonic_mean(nums)** in **mean_calculator.py** that takes in a **list** of numbers and returns the arithmetic mean of the dataset.

For task (4) to (6), you may assume that the argument is a **list** of valid numbers. If the list is empty, the functions should return **None**.

Create a new Python source file and import the `mean_calculator.py` module. Using the functions that you have defined earlier in the `mean_calculator.py` module, write a program that repeatedly prompts user to input a dataset of numbers and for each dataset, repeatedly prompts user to choose the required mean number to compute. For each valid choice, the program should print out the required mean number. The program should quit the mean calculation when user chooses to change a new dataset. The program should exit when user has no more dataset to process.

-- End of Lab --