



Programming I (Python)

Assignment 4

Instructions

- Similar to Assignment 2, 3.
- This assignment is about functions. **Please ensure that your code does not have any extraneous input/output code.**
- In several questions, underscores (‘_’) have been used to highlight spaces (‘ ’) in the output code. Your output should contain the space character (‘ ’) in all those spaces.

Named Procedures

- (a) Write a function `print_n_messages()` that prints “Hello world!” 10 times. (file: Q1a.py)
 - (b) Write a function `print_n_messages(n)` that prints “Hello world!” n times. (file: Q1b.py)
 - (c) Write a function `print_n_messages(m)` that prints message m 10 times. (file: Q1c.py)
 - (d) Write a function `print_n_messages(m, n)` that prints message m n times. (file: Q1d.py)
- (a) Write a function `banner(m)` that prints prints the message m decorated with borders. For example, `banner("Good Morning!")` with give:

```
*****
*_Good Morning!_*
*****
```

(file: Q2a.py)

- (a) Write a function `diamond()` that prints a diamond of height 5.

```
--*
-***
*****
-***
--*
```

(file: Q3a.py)

- (b) Write a function `diamond(n)` that prints a diamond of height n , where n is an odd number. Your function is not expected to behave deterministically if n is not an odd number. For example, `diamond(3)` will give:

```
_ *
***
_ *
```

and `diamond(5)` will give a diamond as printed in part(a). (file: Q3b.py)

- (c) Write a function `diamond(n, c)` that prints a diamond of height n made of character c , where n is an odd number. Your function is not expected to behave deterministically if n is not an odd number. For example, `diamond(3, '1')` will give:

```
_ 1
1 1 1
_ 1
```

(file: Q3c.py)

- (d) Write a function `diamond(n, c)` that prints a diamond of height n made of character c , where n is an odd number. Your function is not expected to behave deterministically if n is not an odd number. For example, `diamond(3, '1')` will give:

```
_ 1
1 1 1
_ 1
```

(file: Q3d.py)

4. Write a function `ndiamond()` that prints a numerical diamond of height 5.

```
_ _ 1
_ 1 2 1
1 2 3 2 1
_ 1 2 1
_ _ 1
```

(file: Q4.py)

5. Write a function `ndiamond(n)` that prints a numerical diamond of height n . For example, `ndiamond(3)` will give:

```
_ 1
1 2 1
_ 1
```

and `ndiamond(5)` will give an output similar to the one in part (a). (file: Q5.py)

Mathematical Functions

6. Implement a function `hello(name)` that returns a string with "Hello " as prefix to name. (name is a string input.)

Example:

```
$ python hello.py
Hello IIITB
```

7. Implement a function `double(l)` that takes an input list `l` and returns a list doubling every element of `l`. Use list comprehension to achieve this.

Example:

```
$ python double.py
input = [1, 2, 3]
[2, 4, 6]
```

8. Implement a function `even_elements(l)` that takes an input list `l` and returns a list only even elements from `l`. Use list comprehension to achieve this.

Example:

```
$ python even.py
input = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
[0, 2, 4, 6, 8]
```

9. Write a function `balanced_brackets` that returns `True` if a given expression has balanced brackets; `False` otherwise. The input string is allowed to contain only three types of brackets: parentheses, i.e. `'('/')'`, curly braces `'{/}'` and square brackets `'[/]'`. Brackets of respective types must balance. Other characters are allowed but are ignored.

(Hint: Implement a stack in Python using lists)

(Reference: Balanced parentheses and stacks)

10. Write a function `transpose` that calculates (and returns) the transpose of the matrix m ¹ passed to it as input parameter. (file: Q10.py)
11. Write a function `matmul` that calculates (and returns) the product of two matrices m_1 and m_2 passed to it as input parameters. Before beginning its main computation, `matmul` should check if m_1 and m_2 are multipliable. If they are not, `matmul` should return an appropriate message. (file: Q11.py)

¹A matrix $\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$ is represented as a list of lists: `[[1, 2], [3, 4]]`. This holds for all instances of matrices in this assignment.