

Assignment 2

Notebook: DS 101 - Algorithms

1. Please find enclosed in zip as Assmt2-Q1.py
Input-Output examples

Total Distance	Choice	Bus Fare	Bus Time	Train Fare	Train Time	Bus Crowd	Train Crowd	Output
30	Quicker	45	1	20	2	-NA-	-NA-	Travel By Bus
50	Cheaper	30	2	14	1.5	-NA	-NA-	Travel By Train
25	Quicker	15	1	20	1	-NA-	-NA-	Both take same time, but Bus is Cheaper
45	Cheaper	34	1.5	34	1	-NA-	-NA-	Both cost same, but train is quicker
60	Can't Decide	20	1	28	1.5	45	30	Train is less crowded

2. Answers

- Please find the attached program answering part a and part d as Assmt2 - Q2.py
- They are called variables.
- I do not agree with the 1st one. It should be
- No, they are not all inputs.
 - kaliyamardan can be decided before hand.
 - Also raas only happens after kaliyamardan

3. How many types of selection constructs are available in Scratch?

- 11

4. How many types of iterative constructs are available in Scratch?

- 3

5. Also for Q6 and Q7, please the attached program as Assmt2Q5-7.py