Question bank

LIST

Q.1. State true or false

1. The list() is used to create an empty list.
2. The range() is used for creating a list with elements from 0 to 5.
3. The len() returns a number of elements in a list.
4. The elements of a list are not identified by their positions.
5. one can insert an element at a given index.
6. The concatenation operator(+) is used to join two lists.
7. It is impossible to shuffle elements randomly in a list.
8. It is possible to access the elements of a list only in a sequence.

Q.2. What is meant by slicing operation? Explain in detail with example.
Q.3. How is a list created? Explain with its syntax and example.
Q.4. Explain the supporting inbuilt functions used to create list.
Q.5. Explain the different ways to create a list with its syntax and example.
Q.6. Explain list methods.
Q.7. write a short note on searching and sorting techniques.
Q.8. write a program which creates a list of string and numbers and combine that two list within one.
Q.9. Write the steps to implement the binary search method.
Q.10. write a program for quick sort in python? Explain its steps.
Q.11. How to create tuple? Explain in detail.
Q.12. Write a short note on Dictionary and tuple.
Q.13. Explain steps including in bubble and insertion sort.
Q.14. List and clarify the operators supporting lists.
Q.15.which operator is used to delete elements from a list.

Object, classes and inheritance

Q.1. What is class? State its syntax with example.
Q.2. What is meant by inheritance ? explain.
Q.3. Explain Multiple inheritance with an example.
Q.4. State the syntax to override a method with example.
Q.6. What is object? How it is created? Explain with syntax and example.
Q.7. List the different types of inheritance and explain.
Q.8. Write a short note on Set.
Q.9. What is meant by overriding in python explain with example.

Q.10. write a program which demonstrate how to create a class and its object.
Q.11. Write a program which shows inheritance.
Q.12. Write a program for overriding.

: Graphics Programming: Drawing with turtle graphics

Q.1. What is turtle and how is it used to draw objects? Explain in detail.
Q.2. Explain the various inbuilt methods to change the direction of the turtle.
Q.3. Explain the steps required to create barcharts.
Q.4. Explain how different shapes can be drawn using iterations.
Q.5. How can penup() and pendown() functions be used effectively.
Q.6. Define a file and its advantages.
Q.7. State the file operations and explain its syntax with example.
Q.8. State the syntax and example to open, write text and close the file.
Q.9. Write a program to read numbers from a file.
Q.10. state the syntax for seek() function.
Q.11. What are the applications of seek() function.
Q.12. Write a program to draw circle and square.
Q.13. What is the need of file handling explain in detail.
Q.14. write a program to display bar chart by changing its color dynamically.
Q.15.Write a short note on Turtle programming.
Q.16. Write a short note on File handling.
Q.17. Draw the shapes with the help of turtle programming i. Square ii. Circle iii. Square iv. Rectangle.