# Python Interview Questions

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## 1. File Owners

PYTHON () LANGUAGE () PUBLIC ()

Implement a group\_by\_owners function that:

- Accepts a dictionary containing the file owner name for each file name.
- Returns a dictionary containing a list of file names for each owner name, in any order.

For example, for dictionary {'Input.txt': 'Randy', 'Code.py': 'Stan', 'Output.txt': 'Randy'} the group\_by\_owners function should return {'Randy': ['Input.txt', 'Output.txt'], 'Stan': ['Code.py']}.

Difficulty Easy (1) (1) Time 10min

Python 3.6.5 **3** 

Copy to IDE

Show starting code (/questions/original/11846)

```
1 v class FileOwners:
2
3
4 *
5
6
7 *
8 *
9
          @staticmethod
          def group_by_owners(files):
               # vinay26k.github.io
               owner
               for file, owner in files.items():
                    if owner in owner_:
    owner_[owner].append(file)
11
                         owner [owner]=[file]
12
13
               return owner
14 ▼ files = {
          'Input.txt': 'Randy',
'Code.py': 'Stan',
15
16
          'Output.txt': 'Randy'
17
18
19
     print(FileOwners.group by owners(files))
```

Run

**Show Hint** 

```
Run OK
{'Randy': ['Input.txt', 'Output.txt'], 'Stan': ['Code.py']}
```

Report an issue (mailto:support@testdome.com?subject=Report question: https://www.testdome.com/d/python-interview-questions/9, QuestionId: 11846) Your score is 100%, perfect!

# 2. Palindrome

PYTHON () STRINGS () PUBLIC ()

A palindrome is a word that reads the same backward or forward.

Write a function that checks if a given word is a palindrome. Character case should be ignored.

For example, *is\_palindrome("Deleveled")* should return *True* as character case should be ignored, resulting in "deleveled", which is a palindrome since it reads the same backward and forward.

Difficulty Easy ⋅ (1)
Time 10min

Python 3.6.5 **3** 

Copy to IDE

Show starting code (/questions/original/7962)

```
Run OK
True

Hints Output Tests: 3 pass / 0 fail
```

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# 3. Playlist PYTHON () ALGORITHMIC THINKING () SEARCHING () PUBLIC () NEW ()

A playlist is considered a repeating playlist if any of the songs contain a reference to a previous song in the playlist. Otherwise, the playlist will end with the last song which points to *None*.

Implement a function *is\_repeating\_playlist* that returns true if a playlist is repeating or false if it is not.

For example, the following code prints "True" as both songs point to each other.

```
first = Song("Hello")
second = Song("Eye of the tiger")
first.next_song(second);
second.next_song(first);
print(first.is_repeating_playlist())
```

```
Python 3.6.5 ② Copy to IDE Show starting code (/questions/original/17253)
```

```
\overline{14}
              songs_in_playlist = set()
15
              current \overline{song} = self
16 ▼
              while(current_song):
17 ▼
                   if current song name in songs in playlist: # if we alrea
18
                        return True
                   songs_in_playlist.add(current song.name)
19
20
21
22
23
24
25
26
27
                   current_song = current_song.next
              return False
     first = Song("Hello")
     second = Song("Eye of the tiger")
     first.next_song(second);
     second.next_song(first);
28
```

## Run

Hints Output Tests: 4 pass / 0 fail

Hint 1: A data structure can be used to identify if a song appears twice in a playlist.

Report an issue (mailto:support@testdome.com?subject=Report question: https://www.testdome.com/d/python-interview-questions/9, QuestionId: 17253) Your score is 100%, perfect!

# 4. Binary Search Tree

PYTHON () ALGORITHMIC THINKING () DATA STRUCTURES () PUBLIC () NEW (

Binary search tree (BST) is a binary tree where the value of each node is larger or equal to the values in all the nodes in that node's left subtree and is smaller than the values in all the nodes in that node's right subtree.

Write a function that checks if a given binary search tree contains a given value.

/alue.

For example, for the following tree:

- n1 (Value: 1, Left: null, Right: null)
- n2 (Value: 2, Left: n1, Right: n3)

n3 (Value: 3, Left: null, Right: null)

Call to contains(n2, 3) should return True since a tree with root at n2 contains number 3.

Difficulty	Easy 🚹 ()
Time	20min

## Python 3.6.5 **3**

Copy to IDE Show starting code (/questions/original/14288)

```
ง
7
         @staticmethod
 8 •
         def contains(root, value):
 9
              # vinay26k.github.io
10 ▼
              if root is None:
11
                   return False
12 ▼
              if root.value == value:
13
                   return True
14 ▼
              elif root.value < value:
15 ▼
                   if root.right:
                        return BinarySearchTree.contains(root.right,value)
16
              elif root.value > value:
17 ▼
18 ▼
                   if root.left:
19
20
21
22
23
24
                        return BinarySearchTree.contains(root.left, value)
              return False
    n1 = BinarySearchTree.Node(value=1, left=None, right=None)
    n3 = BinarySearchTree.Node(value=3, left=None, right=None)
n2 = BinarySearchTree.Node(value=2, left=n1, right=n3)
25
```

Run

**Show Hint** 

```
Tests: 3 pass / 0 fail
                                                       Hints
                                                               Output
Run OK
True
```

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#### 5. Two Sum

PYTHON () ALGORITHMIC THINKING | () | SEARCHING | () | PUBLIC | ()

Write a function that, when passed a list and a target sum, returns two distinct zero-based indices of any two of the numbers, whose sum is equal to the target sum. If there are no two numbers, the function should return *None*.

For example, find\_two\_sum([3, 1, 5, 7, 5, 9], 10) should return a single tuple containing any of the following pairs of indices:

- 0 and 3 (or 3 and 0) as 3 + 7 = 10
- 1 and 5 (or 5 and 1) as 1 + 9 = 10
- 2 and 4 (or 4 and 2) as 5 + 5 = 10

Difficulty Easy (1)
Time 30min

Python 3.6.5 **②** 

Copy to IDE

Show starting code (/questions/original/16305)

```
1 ▼ class TwoSum:
2
3
4
5
6
7
8
9
        @staticmethod
        def find_two_sum(numbers, target_sum):
             :param numbers: (list of ints) The list of numbers.
             :param target_sum: (int) The required target sum.
             :returns: (a tuple of 2 ints) The indices of the two element
10
            # vinay26k.github.io
11 ▼
            if len(numbers) <= 1:</pre>
12
                 return False
13
            buff dict = {}
14 ▼
            for I in range(len(numbers)):
15 ▼
                 if numbers[i] in buff dict:
16
                     return (buff dict[numbers[i]], i)
17 ▼
                 else:
18
                     buff dict[target sum - numbers[i]] = i
20 print(TwoSum find two sum([3 1 5 7 5 91 10))
```

Run

**Show Hint** 

```
Run OK

(0, 3)

Hints Output Tests: 4 pass / 0 fail
```

Report an issue (mailto:support@testdome.com?subject=Report question: https://www.testdome.com/d/python-interview-questions/9, QuestionId: 16305)

# 6. League Table

```
PYTHON () COLLECTIONS () SORTING () PUBLIC () NEW ()
```

The *LeagueTable* class tracks the score of each player in a league. After each game, the player records their score with the *record\_result* function.

The player's rank in the league is calculated using the following logic:

- 1. The player with the highest score is ranked first (rank 1). The player with the lowest score is ranked last.
- 2. If two players are tied on score, then the player who has played the fewest games is ranked higher.
- 3. If two players are tied on score and number of games played, then the player who was first in the list of players is ranked higher.

Implement the *player\_rank* function that returns the player at the given rank.

For example:

```
table = LeagueTable(['Mike', 'Chris', 'Arnold'])
table.record_result('Mike', 2)
table.record_result('Mike', 3)
table.record_result('Arnold', 5)
table.record_result('Chris', 5)
print(table.player_rank(1))
```

All players have the same score. However, Arnold and Chris have played fewer games than Mike, and as Chris is before Arnold in the list of players, he is ranked first. Therefore, the code above should display "Chris".

Difficulty Hard ⋅ ()
Time 20min

Python 3.6.5 **3** 

Copy to IDE

Show starting code (/questions/original/11195)

```
ctass Leaguerable:
 5 ▼
         def __init__(self, players):
 6
              <u>self.standings</u> = OrderedDict([(player, Counter()) for player
 7
 8 ▼
         def record_result(self, player, score):
              self.standings[player]['games_played'] += 1
self.standings[player]['score'] += score
 9
10
11
12 ▼
         def player rank(self, rank):
13
              # vinav26k.github.io
14
              ranks = []
              for player in self.standings:
15 ▼
16
                   ranks.annend((nlaver. šelf.standings[nlaver]['dames nlav
```

```
return sorted(ranks, key=lambda x: (-x[2], x[1]))[rank-1][0]

table = LeagueTable(['Mike', 'Chris', 'Arnold'])

table.record_result('Mike', 2)

table.record_result('Mike', 3)

table.record_result('Arnold', 5)

table.record_result('Chris', 5)
```

Run

**Show Hint** 

```
Run OK
Chris
```

Report an issue (mailto:support@testdome.com?subject=Report question: https://www.testdome.com/d/python-interview-questions/9, QuestionId: 11195) Your score is 100%, perfect!

# 7. Path

PYTHON () DATA STRUCTURES () STRINGS () PUBLIC ()

Write a function that provides change directory (cd) function for an abstract file system.

## Notes:

- Root path is '/'.
- Path separator is '/'.
- Parent directory is addressable as '..'.
- Directory names consist only of English alphabet letters (A-Z and a-z).
- The function should support both relative and absolute paths.
- The function will not be passed any invalid paths.
- Do not use built-in path-related functions.

#### For example:

```
path = Path('/a/b/c/d')
path.cd('../x')
print(path.current_path)
```

should display '/a/b/c/x'.

Difficulty Hard ()
Time 30min

Python 3.6.5 **3** 

Copy to IDE Show starting code (/questions/original/12282)

```
1  class Path:
    def __init__(self, path):
        self.current_path = path
4
5    def cd(self, new_path):
        # vinay26k.github.io
        go_back_count = new_path.split('/').count('..')
        if go_back_count:
            self.current_path = '/'.join(self.current_path.split('/'))
        else:
            self.current_path += '/'+new_path

12
13
14
15
16
path = Path('/a/b/c/d')
path.cd('../x')
print(path.current_path)
```

Run

**Show Hint** 

Run OK
/a/b/c/x

Hints Output Tests: 4 pass / 0 fail

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- Python Online Test (Easy (/tests/start-challenge?generatorUrl=python-onlinetest&difficultyHard=False&backUrlSkill=9))
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