

Module 4: Functions and Functional Programming – Practice Problems

Section 1: Defining and Calling Functions

1. Write a function to print "Hello, World!".
 2. Write a function that returns the square of a number.
 3. Create a function that adds two numbers.
 4. Write a function to check if a number is even.
 5. Function to return the absolute value of a number.
 6. Function to return the maximum of two numbers.
 7. Function to return the sum of elements in a list.
 8. Function to calculate the average of a list.
 9. Function that accepts a string and returns it reversed.
 10. Function that counts vowels in a string.
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Section 2: Function Parameters & Return Values

11. Function with default parameters (e.g., greet user).
 12. Function with keyword arguments.
 13. Write a function that takes any number of arguments using `*args` and returns their sum.
 14. Function using `**kwargs` to print key-value pairs.
 15. Function that accepts both `*args` and `**kwargs`.
 16. Create a function that returns the factorial of a number.
 17. Create a function to check if a string is a palindrome.
 18. Function to calculate the compound interest.
 19. Create a function to calculate BMI and return category.
 20. Function to convert Celsius to Fahrenheit.
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Section 3: Looping Inside Functions

21. Function that returns all prime numbers up to n.
22. Function that finds all even numbers in a list.
23. Function that removes all duplicates from a list.
24. Write a function that returns a list of squares from 1 to n.

25. Function that returns the first n Fibonacci numbers.
 26. Function that counts occurrences of each character in a string.
 27. Function that finds common elements between two lists.
 28. Function that returns the longest word in a sentence.
 29. Function that checks if two strings are anagrams.
 30. Function that returns the sum of digits of a number.
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Section 4: Functional Programming with lambda, map, filter, reduce

◆ **lambda**

31. Write a lambda function to multiply two numbers.
32. Use lambda to get square of a number.
33. Use lambda to check if a number is even.
34. Create a list of cubes using map and lambda.
35. Sort a list of tuples by second element using lambda.

◆ **map()**

36. Use map() to convert a list of strings to uppercase.
37. Use map() to round off a list of floats.
38. Use map() to add two lists element-wise.
39. Use map() to convert a list of temperatures from C to F.
40. Use map() with a user-defined function.

◆ **filter()**

41. Use filter() to get even numbers from a list.
42. Use filter() to remove empty strings from a list.
43. Use filter() to get elements greater than 50.
44. Use filter() to extract palindromes from a list.
45. Use filter() to keep names starting with "A".

◆ **reduce()**

46. Use reduce() to find the product of a list.
47. Use reduce() to find the maximum element.
48. Use reduce() to concatenate strings in a list.
49. Use reduce() to compute GCD of a list of numbers.

50. Use `reduce()` to compute factorial.

- ◆ Don't forget to from `functools` import `reduce`
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Section 5: Recursion

- 51. Recursive function to find factorial of a number.
 - 52. Recursive function to print numbers from `n` to 1.
 - 53. Recursive function to compute `n`th Fibonacci number.
 - 54. Recursive function to sum all elements in a list.
 - 55. Recursive function to reverse a string.
 - 56. Recursive function to find GCD of two numbers.
 - 57. Recursive function to compute power x^n .
 - 58. Recursive function to count digits in a number.
 - 59. Recursive function to compute binary representation of a number.
 - 60. Recursive function to flatten a nested list.
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Section 6: Higher-Order Functions (Functions as Arguments / Return Values)

- 61. Write a function that accepts another function and applies it twice.
 - 62. Write a decorator-like function that logs the result of another function.
 - 63. Function that returns another function which multiplies input by `n`.
 - 64. Write a function that applies a list of functions to a single input.
 - 65. Use `map()` with a list of functions on a single value.
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Section 7: Real-World Practice Tasks

- 66. Function to validate an email address (basic check).
 - 67. Function to simulate a login system (username/password check).
 - 68. Function to generate random OTP.
 - 69. Function to count frequency of words in a string.
 - 70. Function to generate a password from name and DOB.
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Section 8: Function Scope and Closures

- 71. Demonstrate local and global variables.

- 72. Function that modifies a global variable.
 - 73. Write a closure to remember last n inputs.
 - 74. Function factory: `make_multiplier(n)` that returns a multiplier function.
 - 75. Use `nonlocal` to track state in nested functions.
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Section 9: String Processing Functions

- 76. Function that removes all vowels from a string.
 - 77. Function that capitalizes each word in a sentence.
 - 78. Function that finds the first non-repeating character.
 - 79. Function that replaces spaces with hyphens.
 - 80. Function that checks for balanced parentheses.
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Section 10: List, Tuple, Dict Processing in Functions

- 81. Function to merge two dictionaries.
 - 82. Function that returns keys of a dictionary with value > 100.
 - 83. Function to group elements of a list by their length.
 - 84. Function that zips two lists into a dictionary.
 - 85. Function that unpacks a list of tuples and returns two separate lists.
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Section 11: Conversion Utilities

- 86. Convert list of strings to integers.
 - 87. Convert a dictionary to a list of tuples.
 - 88. Convert seconds to hh:mm:ss format.
 - 89. Function that converts binary string to decimal.
 - 90. Function that converts `snake_case` to `camelCase`.
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Section 12: Mini Challenges

- 91. Build a calculator using functions (add, sub, mul, div).
- 92. Build a quiz app using functions.
- 93. Implement Rock-Paper-Scissors using functions.
- 94. Function to simulate a dice roll n times and return frequency.

95. Create a basic math game (random questions).

Section 13: Function-Based Interview-Style Problems

- 96. Implement `is_prime(n)` using a function.
- 97. Implement `next_prime(n)` to find the next prime number.
- 98. Implement `is_armstrong(n)` function.
- 99. Implement `is_perfect(n)` function.
- 100. Implement a custom `map()` function from scratch.
- 101. Implement a custom `filter()` function from scratch.
- 102. Write a function that calculates the Levenshtein distance between two strings.
- 103. Write a function that counts how many function calls it received (using closure).
- 104. Write a function that takes a list of numbers and returns mean, median, mode.
- 105. Create a decorator that measures execution time of a function.