Long Quiz: Skills Test							
Course Code: CPE 201L	Program: BS in Computer Engineering						
Course Title: Data Structures and Algorithms	Date Performed: 30/08/2025						
Section: BSCpE 2B	Date Submitted: 30/08/2025						
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## 1. Objectives

- Use Array as the data structure for your program.
- Convert my full name into a single underscored string(eg. YUAN\_HESSED\_O.\_VASIG)
- Traverse the underscored string character-by-character and display the ASCII, Index, Binary and Hex values.
- To enhance understanding of modular programming through the use of functions.
- Being able to use input() function to make the code more efficient
- Using third party like tabulate to format the tabular console output

### 2. Discussion

- The program begins by proving an input of the name(in this case, my name). Then the string is normalized into words with **split()** and after that joined using "\_".join(name\_parts) to form an underscored version of the name.
- Converting the string into a list using the **list(underscored\_name)** which will then have an array of single character elements, then outputting that said list.
- enumerate(char array) supplies both index and the character as we loop, for each character
- ord(char) returns the ASCII value
- bin() and hex() to return the binary and hex value of the character
- I then got the tuple of (index, char, ascii, binary and hex) then passed to **tabulate()** to render a clean grid on the output

# 3. Materials and Equipment

- Laptop
- Colab for Code Editor
- Github
- Python(Programing Language)

### 4. Procedure

- Import tabulate library
- Run the program in colab
- You will be prompt to input your name then press Enter
- Observe if the the input has underscores in between words, and a table containing info about the array of the characters(Index, Character, ASCII, Binary and Hex)
- Submit colab code to Github

## 5. Output

```
Enter your full name: YUAN HESSED O. VASIG
Full name with underscore in between:
YUAN_HESSED_O._VASIG
Array of characters with underscores:
['Y', 'U', 'A', 'N', '_', 'H', 'E', 'S', 'S', 'E', 'D', '_', 'O', '.', '_', 'V', 'A', 'S', 'I', 'G']
Traversing characters one by one with ASCII, Binary, and Hex values:
 Index | Character | ASCII | Binary | Hex |
     0 | Y | 89 | 1011001 | 59
      1 | U | 85 | 1010101 | 55
      2 | A | 65 | 1000001 | 41
      3 | N | 78 | 1001110 | 4e
      4 | _
                         95 | 1011111 | 5f
      5 | H
                         72 | 1001000 | 48
      6 | E
                        69 | 1000101 | 45
      7 | S
                         83 | 1010011 | 53
      8 | S | 83 | 1010011 | 53
      9 | E
                         69 | 1000101 | 45
     10 | D
                         68 | 1000100 | 44
     11 | _
                         95 | 1011111 | 5f
     12 | 0
                         79 | 1001111 | 4f
     13 | .
                         46 | 101110 | 2e
     14 | _
                         95 | 1011111 | 5f
     15 | V
                         86 | 1010110 | 56
     16 | A
                         65 | 1000001 | 41
     17 | S
                          83 | 1010011 | 53
     18 | I
                         73 | 1001001 | 49
     19 | G
                         71 | 1000111 | 47
```

### 6. Conclusion

- Being able to modify or manipulate an array can help you in data structures and algorithm to make the program run more efficiently and output more clean in the process.
- Being able to access or manipulate a certain index in an array can help you have more control in terms of your program resulting in more efficient memory consumption.

Criteria			F	Ratin	gs						Pts
© SO 7 Pl 1  Student Outcome 7.1 Acquire and apply new knowledge from outside sources. threshold: 4.8 pts	exist and flourish exist and flourish outside classroom outside classroom requirements,knowledge and/or experiences are and/or exp		and pursuits flourish	4 pts Satisfactory   Look beyond classroom requirements, showing interest in pursuing knowledge independently		3 pts Unsatisfactory J Begins to look beyond classroom requirements, showing interest in pursuing knowledge independently		Relies on classroom instruction only		1 pts Very Poor   No initiative or interest in acquiring new knowledge	6 pts
SO 7 PI 2 Student Outcome 7.2 Learn independently threshold: 4.8 pts	Excellent   Completes an assigned task independently and practices	5 pts Good   Completes an assigned task without supervision or guidance	4 pts Satisfactory   Requires minimal guidance to complete an assigned task	Requires deta or step-by-ste instructions to complete a ta		iled little interes cp complete a independen		ws Vest to in a task co	inter	s / Poor   No rest to plete a task pendently	6 pts
Student Outcome 7.3 Critical thinking in the broadest context of technological change	Excellent   Synthesizes and integrates information from a variety of sources; formulates a clear and precise	5 pts Good   Evaluate information from a variety of sources; formulates a clear and precise perspective.	Analyze information	Satisfactory   Analyze information from a variety of sources; formulates a clear and precise		3 pts Unsatisfactory   Apply the gathered information to formulate the problem		2 pts Poor   Gather and summarized the information from a variety of sources but failed to formulate the problem		pts ery Poor   sather formation rom a variety f sources	6 pts
SO 7 PI 4  Student Outcome 7.4 Creativity and adaptability to new and emerging technologies threshold: 4.8 pts	6 pts Excellent   Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue.	5 pts Good   Ideas creative and adapt the ne knowledge tr solve a probl or address an issue	ldeas are creative in solving a problem, o	Shows creative solve the		ome ways	Pool inition to attended devices to s	2 pts Poor   Shows initiative and attempt to develop creative ideas to solve the problem		pts fery Poor   deas are opied or estated from the sources onsulted	6 pts