# **Python Programming Mock Exam**

# **Comprehensive Assessment - Pen and Paper Format**

Name:	Student ID:
Date: _	Duration: 120 minutes Total Points: 100 points
Instr	uctions
2. <b>Sh</b> 3. <b>U</b> s 4. <b>C</b> o	rite all code in Python 3 now your work clearly - partial credit may be awarded se proper Python syntax and indentation omment your code where appropriate ead each question carefully before answering
Part	I: Fundamentals and Control Structures (30 points)
Task 1	: Basic Python Operations (8 points)
Subtas	k 1.1 (3 points)
scores a	function calculate_grade_statistics(scores) that takes a list of examend returns a dictionary containing: - 'average': the average score - est': the highest score est': the lowest score - 'passing_count': number of scores >= 60
def	<pre>calculate_grade_statistics(scores):</pre>


#### Subtask 1.2 (3 points)

Create a function validate\_email(email) that checks if an email address is valid according to these rules: - Must contain exactly one '@' symbol - Must have at least one character before and after '@' - Must end with a valid domain extension (.com, .org, .edu, .net) - Return True if valid, False otherwise


# Subtask 1.3 (2 points)

Write a function that converts temperature between Celsius and Fahrenheit. The function should accept a temperature value and a scale ('C' or 'F') and return the converted temperature in the other scale.

```
def convert_temperature(temp, scale):
    # Formula: F = (C * 9/5) + 32, C = (F - 32) * 5/9
```

# Task 2: Control Structures and Loops (12 points)

# Subtask 2.1 (4 points)

Write a function	print_	_pattern(n)	that prints a number pyramid p	oattern. For
example, if n=4:				

1 121 12321 1234321
<pre>def print_pattern(n):</pre>
· —·
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# Subtask 2.2 (4 points)

Create a function find\_prime\_numbers(start, end) that returns a list of all prime numbers between start and end (inclusive). A prime number is only divisible by 1 and itself.

def	<pre>find_prime_numbers(start, end):</pre>


#### Subtask 2.3 (4 points)

Implement a function <code>guess\_number\_game()</code> that: 1. Generates a random number between 1 and 100 2. Asks the user to guess the number 3. Provides hints ("too high" or "too low") 4. Counts the number of attempts 5. Congratulates when correct and shows the number of attempts

impo	ort random
def	<pre>guess_number_game():</pre>
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# **Task 3: String Processing (10 points)**

# Subtask 3.1 (4 points)

Write a function analyze\_text(text) that analyzes a text string and returns a dictionary with: - 'word count': number of words - 'char count': number of

'most common char': the most frequently occurring character (excluding spaces) def analyze\_text(text): Subtask 3.2 (3 points) Create a function format\_phone\_number(phone) that takes a 10-digit phone number string and formats it as "(XXX) XXX-XXXX". Handle various input formats (with/without spaces, dashes, parentheses). def format phone number(phone):

characters (excluding spaces) - 'vowel count': number of vowels (a, e, i, o, u) -

#### Subtask 3.3 (3 points)

Write a function is\_palindrome\_sentence(sentence) that checks if a sentence is a palindrome, ignoring spaces, punctuation, and case.

def	<pre>is_palindrome_sentence(sentence):</pre>
Part poin	II: Functions, OOP, and Advanced Concepts (40
Γask ₄	4: Advanced Functions and Recursion (15 points)
Subtas	sk 4.1 (5 points)
	nent a recursive function fibonacci_sequence(n) that returns the first ners in the Fibonacci sequence as a list. Also implement an iterative version for rison.
def	<pre>fibonacci_sequence_recursive(n):</pre>
def	<pre>fibonacci sequence iterative(n):</pre>

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#### Subtask 4.2 (5 points)

Create a function process\_data(\*args, \*\*kwargs) that: - Accepts any number of positional arguments (numbers) - Accepts keyword arguments for operation type and formatting - Supports operations: 'sum', 'product', 'average', 'max', 'min' - Returns formatted result based on 'format' parameter ('int', 'float', 'string')

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## Subtask 4.3 (5 points)

Write a decorator function timing\_decorator that measures and prints the execution time of any function it decorates.

impo	ort time
def	<pre>timing_decorator(func):</pre>

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Task 5: Object-Oriented Programming (25 points)
Subtask 5.1 (10 points)
Create a Library class with the following specifications:
Class variables: - total_books: tracks total number of books across all libraries - library_count: tracks number of library instances
<pre>Instance variables: - name : library name - books : list of books (initially empty) - library_id : unique ID for each library</pre>
<pre>Methods: - add_book(title, author, isbn): adds a book dictionary to the library - remove_book(isbn): removes a book by ISBN - find_books_by_author(author): returns list of books by given author - get_library_info(): returns formatted string with library details</pre>
class Library:
<pre>definit(self, name):</pre>
<pre>def add_book(self, title, author, isbn):</pre>

# Subtask 5.2 (8 points)

Create a BankAccount class with the following features:

Instance variables: - account\_number : unique account identifier account\_holder : name of account holder - \_balance : private balance (use property
for access)

money (check sufficient funds) - transfer (amount, target account): transfer money to another account - Property balance : getter for balance (read-only) **Special methods:** - str : return formatted account information - eq : compare accounts by account number class BankAccount: def init (self, account number, account holder, initial balance=0): @property def balance(self): def deposit(self, amount): def withdraw(self, amount): def transfer(self, amount, target account):

Methods: - deposit(amount): add money to account - withdraw(amount): remove

```
def __str__(self):

def __eq__(self, other):
```

#### Subtask 5.3 (7 points)

Create an inheritance hierarchy with a base Vehicle class and derived Car and Motorcycle classes:

```
Vehicle class: - Attributes: make, model, year, fuel_level - Methods:
  start_engine(), stop_engine(), refuel(amount)
```

Car class (inherits from Vehicle): - Additional attribute: num\_doors - Override
start\_engine() to include door check

Motorcycle class (inherits from Vehicle): - Additional attribute: has\_sidecar - Override start\_engine() to include safety check

```
class Vehicle:
    def __init__(self, make, model, year):

def start_engine(self):
```

```
def stop_engine(self):
    def refuel(self, amount):
class Car(Vehicle):
    def __init__(self, make, model, year, num_doors):
    def start engine(self):
class Motorcycle(Vehicle):
    def __init__(self, make, model, year, has_sidecar=False):
    def start_engine(self):
```

# Part III: Data Structures and Advanced Topics (30 points)

# Task 6: List Comprehensions and Lambda Functions (12 points)

Subtask 6.1 (4 points)

Convert the following for-loop code into list comprehensions:

```
# Original code:
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
result1 = []
for num in numbers:
    if num % 2 == 0:
        result1.append(num ** 2)
# Your list comprehension:
result1 =
# Original code:
words = ["hello", "world", "python", "programming"]
result2 = []
for word in words:
    if len(word) > 5:
        result2.append(word.upper())
# Your list comprehension:
result2 =
```

## Subtask 6.2 (4 points)

Use map(), filter(), and lambda functions to solve these problems:

```
# Given list of dictionaries
students = [
    {"name": "Alice", "grade": 85, "age": 20},
    {"name": "Bob", "grade": 92, "age": 19},
```

```
{"name": "Charlie", "grade": 78, "age": 21},
    {"name": "Diana", "grade": 96, "age": 20}
]

# 1. Extract all names using map and lambda
names =

# 2. Filter students with grade >= 90 using filter and lambda
high_achievers =

# 3. Create list of formatted strings "Name: Grade" using map
and lambda
formatted_grades =
```

#### Subtask 6.3 (4 points)

Create a nested list comprehension that generates a 5x5 multiplication table as a list of lists:

```
# Expected output: [[1, 2, 3, 4, 5], [2, 4, 6, 8, 10], [3, 6, 9, 12, 15], ...]
multiplication_table =
```

## Task 7: File Operations and Exception Handling (10 points)

### Subtask 7.1 (5 points)

Write a function safe\_file\_operations (filename, data) that: 1. Safely writes data to a file 2. Handles potential exceptions (FileNotFoundError, PermissionError, etc.) 3. Returns a tuple (success: bool, message: str) 4. Uses proper file handling with context managers

```
def safe_file_operations(filename, data):
```

บเลง	sk 7.2 (5 points)
ıden ıden	a function process_csv_data(filename) that: 1. Reads a CSV file with t data (name, grade1, grade2, grade3) 2. Calculates average grade for each t 3. Returns a dictionary with student names as keys and averages as values 4. es file errors gracefully
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# Task 8: Modules and Type Annotations (8 points)

Subtask 8.1 (4 points)

Add appropriate type annotations to this function signature:

```
def calculate_statistics(data, operation):
    """
    Calculate statistics on a list of numbers.

Args:
         data: List of numbers
         operation: String indicating operation ('mean',
'median', 'mode')

Returns:
         Calculated statistic value or None if invalid operation
    """
# Write the function signature with type annotations:
```

#### **Subtask 8.2 (4 points)**

Create import statements and function calls to use a hypothetical math\_utils module that contains functions factorial(n) and is prime(n):

```
# Your import statements here:

# Calculate factorial of 5
fact_5 =

# Check if 17 is prime
is_17_prime =

# Import only the factorial function with an alias

# Use the aliased function
result =
```

# **Bonus Question (5 points)**

Create a context manager class TimedOperation that can be used with the with statement to measure the execution time of a code block. The context manager should print the elapsed time when the block completes.

```
class TimedOperation:
    def init (self, operation name):
    def __enter__(self):
    def exit (self, exc type, exc value, traceback):
# Usage example should work like this:
# with TimedOperation("Database query"):
     time.sleep(2) # Simulated operation
# Should print: "Database query completed in 2.00 seconds"
```

# **Scratch Work Space**

Use th	nis space for any cal	culations, plannir	ng, or rough work	•	

**Total Points: 105 (100 + 5 bonus)** 

Good luck!