

# **COM S 1270 Exam #1 PRACTICE VERSION KEY**

**Fall 2025**

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## **General Instructions:**

- Please look over the exam carefully before you begin.
- **READ ALL OF THE INSTRUCTIONS CAREFULLY – THIS IS THE POINT OF THE EXAM.**
- **NO, REALLY, READ ALL OF THE INSTRUCTIONS VERY CAREFULLY.**
- The problems are **not necessarily in order of difficulty.**
- **Closed book/ notes, Closed internet/ email, Closed friend/ talking.**
- **NO ELECTRONIC DEVICES/ NO HEADPHONES.**
- **Time Limit: 75 minutes.**
- Use correct Python syntax for writing any code – including the use of whitespace.
- If you like, you may draw vertical straight lines to denote different levels of whitespace for clarity.
- You are **not required to write comments** for your code.
- **DO NOT WRITE ANY CODE NOT ASKED FOR IN THE QUESTION. Yes, that includes `if __name__ == "__main__":`**
- There are five (5) questions on the exam.
- **Mark the three (3) questions you wish to have graded with a star on the question letter ( ★ ).**
- If you do *not* mark three (3) questions with a star ( ★ ), questions will be graded starting at question A.
- The questions you select to be graded will be worth thirty (30) points each.
- You **must** at least *attempt* the other two (2) questions.
- Regardless of the correctness of the answers for the two (2) questions you do not select to be graded, so long as you *try* you will receive five (5) points each.
  - Here, ‘trying’ means providing code for a full solution. Meaning – a partial solution or just comments is insufficient for the purposes of ‘trying.’
- If you do *not* attempt one or more of the other two (2) non-graded questions, you will *not* receive the points for each question you do not attempt.

<b>Question</b>	<b><u>Student's Score</u></b>	<b>Max Score</b>
<b>GR #1:</b>		<b>30</b>
<b>GR #2:</b>		<b>30</b>
<b>GR #3:</b>		<b>30</b>
<b>AT #1:</b>		<b>5</b>
<b>AT #2:</b>		<b>5</b>
<b>TOTAL:</b>		<b>100</b>

# Python Built-in Functions

Function	Description
<code>abs(x)</code>	Returns the absolute value of <i>x</i>
<code>float(x)</code>	Converts <i>x</i> to a float
<code>input(prompt)</code>	Reads input from the user and returns it as a string
<code>int(x)</code>	Converts <i>x</i> to an integer
<code>len(s)</code>	Returns the length of string or collection <i>s</i>
<code>max(iterable)</code>	Returns the largest item in <i>iterable</i>
<code>min(iterable)</code>	Returns the smallest item in <i>iterable</i>
<code>print(x)</code>	Prints value to console with a newline.
<code>print(x, end="")</code>	Prints value to console without a newline
<code>sorted(iterable)</code>	Returns a sorted list from elements of <i>iterable</i>
<code>str(x)</code>	Return a str version of <i>x</i>
<code>sum(iterable)</code>	Returns the sum of elements in <i>iterable</i>
<code>type(obj)</code>	Returns the type of object <i>obj</i>

# Python String Methods

Method	Description
<code>str.capitalize()</code>	Returns a new string with the first letter of the original string capitalized
<code>str.endswith(suffix)</code>	Returns True if string ends with <i>suffix</i>
<code>str.find(sub)</code>	Returns index of first occurrence of <i>sub</i> , or -1 if not found
<code>str.isalnum()</code>	Returns True if all characters are alphabetic or digits
<code>str.isalpha()</code>	Returns True if all characters are alphabetic
<code>str.isdigit()</code>	Returns True if all characters are digits
<code>str.join(iterable)</code>	Joins elements in <i>iterable</i> with str as separator
<code>str.lower()</code>	Converts all characters to lowercase
<code>str.replace(old, new)</code>	Replaces all occurrences of <i>old</i> with <i>new</i>
<code>str.split()</code>	Splits the string into a list based on whitespace
<code>str.split(sep)</code>	Splits the string into a list at the separator <i>sep</i>
<code>str.startswith(prefix)</code>	Returns True if string starts with <i>prefix</i>
<code>str.strip()</code>	Removes leading and trailing whitespaces
<code>str.upper()</code>	Converts all characters to uppercase

# Python List Methods

Method	Description
<code>list.append(x)</code>	Adds <i>x</i> to the end of the list
<code>list.clear()</code>	Removes all elements from the list
<code>list.copy()</code>	Returns a shallow copy of the list
<code>list.count(x)</code>	Returns number of occurrences of <i>x</i> in list
<code>list.extend(iterable)</code>	Extends list by appending all the elements from <i>iterable</i>
<code>list.index(x)</code>	Returns the index of first occurrence of <i>x</i> in list
<code>list.insert(i, x)</code>	Inserts <i>x</i> at index <i>i</i>
<code>list.pop(i)</code>	Removes and returns element at index <i>i</i>
<code>list.remove(x)</code>	Removes the first occurrence of <i>x</i> from the list
<code>list.reverse()</code>	Reverses the elements in place
<code>list.sort()</code>	Sorts the list in ascending order

# Python Dictionary Methods

Method	Description
<code>dict.clear()</code>	Removes all items from dictionary
<code>dict.copy()</code>	Returns a shallow copy of the dictionary
<code>dict.get(key)</code>	Returns value for <i>key</i> , or None if not found
<code>dict.items()</code>	Returns a view of all key-value pairs
<code>dict.keys()</code>	Returns a view of all keys
<code>dict.pop(key)</code>	Removes and returns value for <i>key</i>
<code>dict.popitem()</code>	Removes and returns random (key, value) pair
<code>dict.setdefault(key, default)</code>	Returns value for <i>key</i> , or inserts <i>key</i> with <i>default</i> value
<code>dict.update(other_dict)</code>	Updates dictionary with key-value pairs from <i>other_dict</i>
<code>dict.values()</code>	Returns a view of all values

## A) Shipping Cost Calculator

A store charges shipping based on package weight:

- Up to 2 kg: \$10
- Over 2 kg: \$10 + \$8 per kg beyond 2
- Maximum charge: \$25

Write a function **shippingCost** that

- Takes one parameter, **weight** (the weight of the package in kg). You may assume that **weight** will always be a positive integer greater than zero.
- Returns the total shipping cost.

**Examples:**

`shippingCost(2)` returns 10, because 2 kg costs \$10.00

`shippingCost(3)` returns 18, because 3 kg costs  $\$10.00 + \$8.00 = \$18.00$

`shippingCost(20)` returns 25, because the maximum charge is \$25.00

```
def shippingCost(weight):  
    if weight <= 2:  
        cost = 10.0  
    else:  
        cost = 10.0 + 8.0 * (weight - 2)  
    if cost > 25.0:  
        cost = 25.0  
    return cost
```

Syntax: \_\_\_\_\_ + Logic: \_\_\_\_\_ + Output: \_\_\_\_\_ = Total: \_\_\_\_\_

## B) Buses Needed

Each bus can carry 50 passengers. Write a function **busesNeeded** that

- Takes one parameter, **total\_people**. You may assume that **total\_people** will always be a positive integer greater than zero.
- Returns how many buses are needed so everyone gets a seat.

**Examples:**

`busesNeeded(30)` returns 1, because a bus holds 50 people, and  $30 < 50$

`busesNeeded(60)` returns 2, because buses hold 50 people each, and partial busses do not exist

```
def busesNeeded(total_people):  
  
    if total_people % 50 == 0:  
        buses = total_people // 50  
    else:  
        buses = (total_people // 50) + 1  
  
    return buses
```

Syntax: \_\_\_\_\_ + Logic: \_\_\_\_\_ + Output: \_\_\_\_\_ = Total: \_\_\_\_\_

### C) Credit Score Category

Write a function called **creditCategory** that

- Takes one parameter, **score**. You may assume that **score** will always be a positive integer greater than zero.
- Returns a string describing the credit rating using the criteria below.

#### Credit Score Category

Below 580	Poor
580 – 669	Fair
670 – 739	Good
740 – 799	Very Good
800 +	Excellent

#### Examples:

creditCategory(710) : Good

creditCategory(805) : Excellent

```
def creditCategory(score):  
    if score > 800:  
        return "Excellent"  
    elif score >= 740 and score <= 799:  
        return "Very Good"  
    elif score >= 670 and score <= 739:  
        return "Good"  
    elif score >= 580 and score <= 669:  
        return "Fair"  
    else:  
        return "Poor"
```

Syntax: \_\_\_\_\_ + Logic: \_\_\_\_\_ + Output: \_\_\_\_\_ = Total: \_\_\_\_\_

## D) Mask Digits

Write a function **maskDigits** that

- Takes one parameter, **text**. You may assume that **text** will always be a string with a length greater than zero.
- Returns a new string where every digit(0-9) in text is replaced by the '#' symbol.

**NOTE:** You may not use any built-in string methods to accomplish this task.

**Examples:**

`maskDigits('My pin is 1234')` returns the string “My pin is #####”

`maskDigits('Room 204')` returns the string “Room ####”

```
def maskDigits(text):  
    result = ""  
    for ch in text:  
        if ch in '0123456789':  
            result += '#'  
        else:  
            result += ch  
    return result
```

Syntax: \_\_\_\_\_ + Logic: \_\_\_\_\_ + Output: \_\_\_\_\_ = Total: \_\_\_\_\_

## E) Sum of Squares and Cubes

Write a function **sumSquareCube** that:

- Takes one parameter, **n**. You may assume that **n** will always be a positive integer greater than zero.
- Loops from 1 to **n** (inclusive) and, to a sum, adds:
  - $i^2$ , if  $i$  is even
  - $i^3$ , if  $i$  is odd
- Returns the total sum following the pattern below:

$$\begin{aligned} \text{sum} &= 1^3 + 2^2 + 3^3 + 4^2 + \dots n^2, \text{if } n \text{ is even} \\ \text{sum} &= 1^3 + 2^2 + 3^3 + 4^2 + \dots n^3, \text{if } n \text{ is odd} \end{aligned}$$

- NOTE: Here,  $i$  is the loop variable holding the values from 1 to **n**

### Examples:

`sumSquareCube(3)` returns 32, because  $1^3 + 2^2 + 3^3 = 32$

`sumSquareCube(4)` returns 48, because  $1^3 + 2^2 + 3^3 + 4^2 = 48$

```
def sumSquareCube(n):  
    total = 0  
    for i in range(1, n + 1):  
        if i % 2 == 0:  
            total += i ** 2  
        else:  
            total += i ** 3  
    return total
```

Syntax: \_\_\_\_\_ + Logic: \_\_\_\_\_ + Output: \_\_\_\_\_ = Total: \_\_\_\_\_

## Scratch paper

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