

## In the name of god

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Fundamentals of Python programming:

chapter 4, section 14 (Exercises):

1. What possible values can a Boolean expression have?

*=> True and False.*

2. Where does the term Boolean originate?

*=> It comes from the name of the British mathematician George Boole.*

3. What is an integer equivalent to True in Python?

*=> any positive or negative integer is True, only 0 is False.*

4. What is the integer equivalent to False in Python?

*=> 0.*

5. Is the value -16 interpreted as True or False?

*=> True.*

6. Given the following definitions:

$x, y, z = 3, 5, 7$  evaluate the following

Boolean expressions:

(a)  $x == 3 \Rightarrow \text{True}$ .

(b)  $x < y \Rightarrow \text{True}$ .

(c)  $x \geq y \Rightarrow \text{False}$ .

(d)  $x \leq y \Rightarrow \text{True}$ .

(e)  $x \neq y - 2 \Rightarrow \text{False}$ .

(f)  $x < 10 \Rightarrow \text{True}$ .

(g)  $x \geq 0 \text{ and } x < 10 \Rightarrow \text{True and True} = \text{True}$ .

(h)  $x < 0 \text{ and } x < 10 \Rightarrow \text{False and True} = \text{False}$ .

(i)  $x \geq 0 \text{ and } x < 2 \Rightarrow \text{True and False} = \text{False}$ .

(j)  $x < 0 \text{ or } x < 10 \Rightarrow \text{False or True} = \text{True}$ .

(k)  $x > 0 \text{ or } x < 10 \Rightarrow \text{True or True} = \text{True}$ .

(l)  $x < 0 \text{ or } x > 10 \Rightarrow \text{False or False} = \text{False}$ .

7. Given the following definitions:  $x,$

$y = 3, 5$

b1, b2, b3, b4 = True, False, x == 3, y < 3

*=>b1==True.*

*b2==False.*

*b3==True.*

*b4==False.*

evaluate the following Boolean expressions:

(a) b3 *=>True.*

(b) b4 *=>False.*

(c) not b1 *=>False.*

(d) not b2 *=>True.*

(e) not b3 *=>False.*

(f) not b4 *=>True.*

(g) b1 and b2 *=>True and False = False.*

(h) b1 or b2 *=>True or False = True.*

(i) b1 and b3 *=>True and True = True.*

(j) b1 or b3 *=>True or True = True.*

(k) b1 and b4 *=>True and False = False.*

(l) b1 or b4 *=>True or False = True.*

(m)  $b_2 \text{ and } b_3 \Rightarrow \text{False and True} = \text{False}.$

(n)  $b_2 \text{ or } b_3 \Rightarrow \text{False or True} = \text{True}.$

(o)  $b_1 \text{ and } b_2 \text{ or } b_3 \Rightarrow \text{True and False or True} = \text{True}.$

(p)  $b_1 \text{ or } b_2 \text{ and } b_3 \Rightarrow \text{True or False and True} = \text{True}.$

(q)  $b_1 \text{ and } b_2 \text{ and } b_3 \Rightarrow \text{True and False and True} = \text{False}.$

(r)  $b_1 \text{ or } b_2 \text{ or } b_3 \Rightarrow \text{True or False or True} = \text{True}.$

(s)  $\text{not } b_1 \text{ and } b_2 \text{ and } b_3$

$\Rightarrow \text{False and False and True} = \text{False}.$

(t)  $\text{not } b_1 \text{ or } b_2 \text{ or } b_3$

$\Rightarrow \text{False or True or True} = \text{True}.$

(u)  $\text{not } (b_1 \text{ and } b_2 \text{ and } b_3)$

$\Rightarrow \text{not}(\text{True and False and True}) = \text{True}.$

(v)  $\text{not } (b_1 \text{ or } b_2 \text{ or } b_3)$

$\Rightarrow \text{not}(\text{True or False or True}) = \text{False}.$

(w)  $\text{not } b_1 \text{ and } \text{not } b_2 \text{ and } \text{not } b_3$

$\Rightarrow \text{False and True and False} = \text{False}.$

(x)  $\text{not } b_1 \text{ or } \text{not } b_2 \text{ or } \text{not } b_3$

$\Rightarrow \text{False or True or False} = \text{True}.$

(y) not (not b1 and not b2 and not b3)

*=>not(False and True and False) = True.*

(z) not (not b1 or not b2 or not b3)

*=>not(False or True or False) = False.*

**8.** Express the following Boolean expressions in simpler form; that is, use fewer operators or fewer symbols. x is an integer.

(a) not (x == 2)

*=>x != 2*

(b) x < 2 or x == 2

*=>x <= 2*

(c) not (x < y)

*=>x >= y*

(d) not (x <= y)

*=>x > y*

(e) x < 10 and x > 20

*=>False.*

(f) x > 10 or x < 20

*=>True.*

**(g)  $x \neq 0$**

*=>True.*

**(h)  $x == 0$**

*=>False.*

**9.** Express the following Boolean expressions in an equivalent form without the not operator. x and y are integers.

(a) not ( $x == y$ )

*=> $x \neq y$*

(b) not ( $x > y$ )

*=> $x \leq y$*

(c) not ( $x < y$ )

*=> $x \geq y$*

(d) not ( $x \geq y$ )

*=> $x < y$*

(e) not ( $x \leq y$ )

*=> $x > y$*

(f) not ( $x \neq y$ )

$\Rightarrow x == y$

(g) not (x != y)

$\Rightarrow x == y$

(h) not (x == y and x < 2)

$\Rightarrow x != y \text{ or } x \geq 2$

(i) not (x == y or x < 2)

$\Rightarrow x != y \text{ and } x \geq 2$

(j) not (not (x == y))

$\Rightarrow x == y$

**10. What is the simplest tautology?**

$\Rightarrow \text{True.}$

**11. What is the simplest contradiction?**

$\Rightarrow \text{False.}$

**12. Write a Python program that requests an integer value from the user. If the value is between 1 and 100 inclusive, print "OK;" otherwise, do not print anything.**

*$\Rightarrow$  Note: im infering that the user wont enter a floating point number. if this was the case then we could use a try: block.*

```
number = None;
```

```
while not number:
```

```
    number = input("Please enter a number: "); number =  
int(number);
```

```
if number <= 100 and number >= 1:
```

```
    print("Okay");
```

**13.** Write a Python program that requests an integer value from the user. If the value is between 1 and 100 inclusive, print "OK;" otherwise, print "Out of range."

```
=>number = None;
```

```
while not number:
```

```
    number = input("Please enter a number: "); number  
= int(number);
```

```
if number <= 100 and number >= 1:
```

```
    print("Okay");
```



*else:*

*print("Out of Range!");*

**14.** Write a Python program that allows a user to type in an English day of the week (Sunday, Monday, etc.). The program should print the Spanish equivalent, if possible.

*=>Please note that im infering the question asks for elifs, because we can use match, case: as well.*

*day = None;*

*while not day:*

*day = input("Please Enter a week day: ");*

*if day == "monday":*

*print("Monday is lunes in spanish!"); elif*

*day == "tuesday":*

*print("Tuesday is martes in spanish!"); elif*

*day == "wednesday":*

*print("Wednesday is miércoles in spanish!"); elif*

*day == "thursday":*

```

    print("Thursday is jueves in spanish!"); elif
day == "friday":
    print("Friday is viernes in spanish!"); elif
day == "saturday":
    print("Saturday is sábado in spanish!"); elif
day == "sunday":
    print("Sunday is domingo in spanish!"); else:
    print("You did not enter a week day!");

```

**15.** Consider the following Python code fragment: #

i, j, and k are numbers

```

if i < j:
    if j < k:
        i
= j    else: j = k
else:
    if j > k:
j = i    else:
        i = k
print("i =", i, " j =", j, " k =", k)

```

What will the code print if the variables i, j, and k have the following values? (a) i is 3, j is 5, and k is 7

*=>prints:*

*i = 5 j = 5 k = 7*

(b) i is 3, j is 7, and k is 5

*=>prints:*

*i = 3 j = 5 k = 5*

(c) i is 5, j is 3, and k is 7

*=>prints: i = 7 j = 3 k = 7*

(d) i is 5, j is 7, and k is 3

*=>prints:*

*i = 5 j = 3 k = 3*

(e) i is 7, j is 3, and k is 5

*=>prints: i = 5 j = 3 k = 5*

(f) i is 7, j is 5, and k is 3

*=>prints: i = 7*

*j = 7 k = 3*

**16.** Consider the following Python program that prints one line of text:

```
val =  
int(input())  
if  
val < 10:    if  
val != 5:  
    print("wow ", end=")    else:  
    val += 1 else:  
if val == 17:  
    val += 10    else:  
print("whoa ", end=")  
print(val)
```

What will the program print if the user provides the following input?

(a) 3

=>wow.

(b) 21

=>whoa.

(c) 5

=>prints nothing, val = 6.

(d) 17

=>prints nothing, val = 27.

(e) -5

=>wow.

**17.** Consider the following two Python programs that appear very similar:

A:

```
n = int(input()) if
```

```
n < 1000:
```

```
    print('*', end='') if n <
```

```
100:
```

```
    print('*', end='') if n <
```

```
10:
```

```
    print('*', end='')
```

```
if n < 1:    print('*',
```

```
end='') print() B:
```

```
n = int(input()) if
```

```
n < 1000:
```

```
print('*', end='') elif n <
100:
```

```
print('*', end='') elif n <
10:
```

```
print('*', end='') elif n <
1:
```

```
print('*', end='') print()
```

How do the two programs react when the user provides the following inputs?

(a) 0

=>A:\*\*\*\*, B:\*

(b) 1

=>A:\*\*\*, B:\*

(c) 5

=>A:\*\*\*, B:\*

(d) 50

=>A:\*\*, B:\*

(e) 500

=>A:\*, B:\*

(f) 5000

*=>A:nothing, B:nothing.*

Why do the two programs behave as they do?

*=>because A checks for each if statement, and if more than one of them is true it will print asterix more than one time.*

*but B has a n<1000 as the first if and the other statements as elif so even tho numbers are small, but as long as they are smaller than 1000 the first if activates and other elifs wont act.*

**18.** Write a Python program that requests five integer values from the user. It then prints the maximum and minimum values entered. If the user enters the values 3, 2, 5, 0, and 1, the program would indicate that 5 is the maximum and 0 is the minimum. Your program should handle ties properly; for example, if the user enters 2, 4, 2, 3, and 3, the program should report 2 as the minimum and 4 as maximum.

*=>Please note that im inferring we have no knowledge of min() and max() existing... max = None; min = None;*

*for i in range(5):*

*number = int(input('Please enter a number: ')); if*

*i == 0:*

```

        max = number;    min
= number;    elif(number <
min):    min = number;
elif(number > max):
max = number;

print("Max is:", max, "\nMin is:", min);

```

**19.** Write a Python program that requests five integer values from the user. It then prints one of two things: if any of the values entered are duplicates, it prints "DUPLICATES"; otherwise, it prints "ALL UNIQUE".

```

=> repeat
= 0;
temp = None;

for i in range(5):
    number = int(input("Please Enter a integer: "));
    if number == temp:    repeat = 1;    else:
        temp = number;

```



*if repeat:*

*print("DUPLICATES");*

*else:*

*print("ALL UNIQUE");*