Mid II Tutorial Questions

1. Demonstrate about anonymous function.
2. Define Package. Explain how you can use package in your program with an example code.
3. Define function and explain about types of arguments in functions with suitable example program.
4. Explain with an example how recursion is performed in python.
5. Explain about higher order functions with examples.
6. Create and access a user defined package ArithmeticPackage where the package contains a module named ArithmeticDemo, which in turn contains a method called sumtwo() , subtwo(), multwo() and divtwo() which takes two numbers as parameter and returns the result.
7. Explain about open(), read(), readline(), write() and writelines() operations in python with example.
8. Explain the different types of variables used in python: self, class and instance variables
9. Explain the concept of method overriding with an example.
10. Explain different types of inheritance in python with examples.
11. Explain about different access modifiers in python
12. Demonstrate implementation of hierarchical inheritance in Python, with a program.
13. Differentiate Error and Exceptions. How to handle an exception using try except block
14. Describe the GUI components: label, button, Entry with examples
15. Explain about except clause with multiple exceptions.
16. Develop a Python program that creates a GUI with an Entry fields: Login ID and Password and buttons like login and quit. On clicking login, the text entered in Login ID textbox is to be printed in Python shell; on clicking Quit, the program should terminate.
17. Create, raise and handle user defined exceptions in Python.
18. Explain about the three components of Scratch Programming.
19. Write a Python program that creates a GUI with an Entry widget, Ok button and Quit button. On clicking Ok, the text entered in Entry Widget is to be printed on Python shell; on clicking Quit, the program should terminate.
20. Compare and Contrast the Behavior of Terminal Based Program and GUI-Based Program.