

PYTHON PROGRAMMING INTERNSHIP

PRE-TEST

1. I would not use separate variables.

Instead I would define a class Student (Which will serve as the blueprint)

and then create objects

& store all objects in a list (Python) so I can manage the records as a whole.

eg:

```
class Student :
```

```
    def __init__(self, name, marks) :
```

```
        self.name = name
```

```
        self.marks = marks
```

```
        print(" adding new students in database")
```

```
S1= Student("Ani", 100)
```

```
print(s1. name, s1. marks)
```

```
.
```

```
.
```

```
.
```

```
.
```

& so on.

```
List = [ ]
```

```
List.append (s1, s2 ----)
```

2. Since it returns incorrect, i) I'd probably

check the return type and what it returns(avg or not),

ii)void might throw error, has to be int/float.

ii) parameters inside the function & their datatype

iii) main body of the program, user input values etc.

3. Function is something we use to avoid repetition in our code.

So for eg if we are calculating something like a huge mathematical question ,so it has several lines of code since the calculation is pretty complex.

Maybe we are developing a software, we need to use the same logic several times throughout the Entire course/ lifetime of the project. So will we write it everytime we need to use that logic? Probably no since it's tedious. So using a function we define the logic once & call the function to access the logic as and when needed.

4. Pseudocode is basic code structure without so much focus on the syntaxes

It's like a bridge between algorithm & program.

If we write the pseudo code before actual code, it

helps us with efficient code writing

As it clears our algorithm also & logic step by step for a code.

1. Input 5 numbers

2. Store it in list (append)

3. initialize max to first element of list.

4. iterate through the entire length of the

List.

5. if element > max, replace max with

the element's value.

6. Loop runs as long as the largest element

isn't stored in max

7. once stored loop breaks and prints it

5. Team project

