Quiz 5: CSE101 – Introduction to Computers

| me: | ID No: | |
|---|--|--|
| Match the following pairs of concept and corresponding definitions. | | (3 pts) |
| Class | A python class method that initializes (gives starting values t variables | o) instance |
| Object | A python class method that defines a string representation of an o suitable for printing on the screen | bject that is |
| Constructor | Values that pertain to a particular class but are not instance variable | es |
| Class variables | Extensible program-code-template for creating objects, providing i for state and implementations of behavior using functions | nitial values |
| init | Represents an entity in the real world with its identity and behavior | |
| repr | Special method of a class or structure in object-oriented progra initializes an object of that type | mming that |
| Which of the following statem | nents is true about Huffman coding? | (1 pt) |
| b. Huffman Codes may r | not be optimal lossless codes in some cases | |
| What is the output of the follo | owing code? | (1 pt) |
| <pre>class test: definit(self.a=a</pre> | self,a="Hello World"): | |
| | | |
| | Class Object Constructor Class variables initrepr Which of the following statem a. Huffman coding may b. Huffman Codes may r. c. Huffman coding is a l. d. All of the above What is the output of the following statem class test: definit(self.a=a def display(s print(sellobj=test()) | Match the following pairs of concept and corresponding definitions. Class A python class method that initializes (gives starting values to variables) Object A python class method that defines a string representation of an orm suitable for printing on the screen Constructor Values that pertain to a particular class but are not instance variable for state and implementations of behavior using functions Extensible program-code-template for creating objects, providing information for state and implementations of behavior using functions —init Represents an entity in the real world with its identity and behavior prepr Special method of a class or structure in object-oriented progratinitializes an object of that type Which of the following statements is true about Huffman coding? a. Huffman coding may become lossy in some cases b. Huffman coding may become lossy in some cases c. Huffman coding is a lossless compression technique d. All of the above What is the output of the following code? class test: definit (self, a="Hello World"): self.a=a def display(self): print(self.a) obj=test() |

a. The program has an error because constructor can't have default arguments

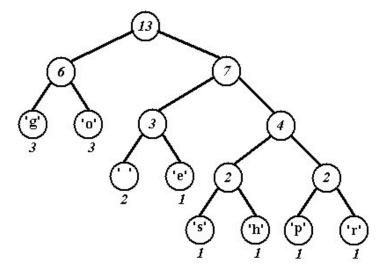
d. The program has an error display function doesn't have parameters

b. Nothing is displayedc. "Hello World" is displayed

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4. What is the output of the following code?
                                                                                            (1 pt)
       class test:
             def init (self,a):
                 self.a=a
             def display(self):
                 print(self.a)
       obj=test()
       obj.display()
       a. Runs normally, doesn't display anything
      b. Displays 0, which is the automatic default value
      c. Error as one argument is required while creating the object
       d. Error as display function requires additional argument
5. What is the output of the following code?
                                                                                            (1 pt)
      class Foo:
         def printLine(self, line='Python'):
           print(line)
      o1 = Foo()
      o1.printLine('Java')
      a. Python
      b. Java
      c. Python
          Java
      d. line
6. What is the output of the following code?
                                                                                            (1 pt)
       class test:
           def init (self):
                self.variable = 'Old'
                 self.Change(self.variable)
           def Change(self, var):
                var = 'New'
       obj=test()
      print(obj.variable)
      a. Error because function Change can't be called in the __init__ function
       b. 'New' is printed
      c. 'Old' is printed
      d. Nothing is printed
```

7. Given the following Huffman tree, how many bits are required to encode message 'go go gophers'? Considering that without encoding, it takes 1 byte to represent each character, what is the compression ratio achieved by Huffman coding for the message 'go go gophers'? (Answer using the steps below)



a. Generate Huffman codes from the tree shown above.

(2 pts)

| Character | Frequency | Code | Code length |
|-----------|-----------|------|-------------|
| g | 3 | 00 | 2 bits |
| 0 | 3 | | |
| 11 | | | |
| е | | | |
| S | | | |
| h | | | |
| р | | | |
| r | | | |

b. Write down encoded message and calculate total number of bits required to represent message 'go go gophers'. (2 pts)

c. Considering that without encoding, it takes 1 byte to represent each character, what is the compression ratio achieved by Huffman coding for the message 'go go gophers'? Compression ratio is the ratio of the number of bits required to represent the encoded message and the number of bits required to represent the message without encoding. (2 pts)

- 8. How many bits may be required for encoding the message 'mississipi' using Huffman coding? (Answer using the steps below)
 - a. Following is the frequency table for characters in the message 'mississippi'.

| Character | Frequency |
|-----------|-------------|
| m | 1/11 = 0.09 |
| Р | 2/11 = 0.18 |
| S | 4/11 = 0.36 |
| 1 | 4/11 = 0.36 |

b. Completely build the Huffman tree using the frequency table above.

c. Generate Huffman codes from the tree built in the above step.

| Character | Frequency | Code | Code length |
|-----------|-----------|------|-------------|
| m | 0.09 | | |
| Р | 0.18 | | |
| S | 0.36 | | |
| I | 0.36 | | |

d. Write down encoded message and calculate the total number of bits required to represent the message 'mississippi'. (1 pt)

(1 pt)

(3 pts)

| 9. | Conver | t 10010111 from base 2 to base 16 | (1 pt) | |
|-----|--------|---|--------|---------|
| | a. | 0xA9 | | |
| | b. | 0x97 | | |
| | c. | 0x227 | | |
| | d. | 0x | | |
| 10. | Conver | t 100101110 from base 2 to base 8 | (1 pt) | |
| | | 1132 | (2 00) | |
| | | 567 | | |
| | | 456 | | |
| | | 12E | | |
| | u. | 121 | | |
| 11. | Conver | t 229 from base 10 to base 2 | (1 pt) | |
| | a. | 11100101 | | |
| | b. | 11001001 | | |
| | c. | 11110100 | | |
| | d. | 10110101 | | |
| | | | | |
| 12. | Conver | t 39 from base 16 to base 10 | (1 pt) | |
| | a. | 47 | | |
| | b. | 68 | | |
| | c. | 52 | | |
| | d. | 57 | | |
| 13 | Consid | er the following code and answer the output of questions below: | | (2 pts) |
| | | f bmi(height, weight, units = 'metric'): | | (2 pts) |
| | ac | if units == 'metric': | | |
| | | return weight / height**2 | | |
| | | elif units == 'standard': | | |
| | | return (weight * 703) / (height ** 2) | | |
| | | else: | | |
| | | return None | | |
| | a. | print(bmi(100, 100, 'standard')) | | |
| | b. | print(bmi(100, 100)) | | |