

Editorial-Solution-W3A1: Mutable Defaults, Higher-Order Functions, and File Operations

Question 1:

What will be the output of the following code?

```
def func(a, b=[]):  
    b.append(a)  
    return b
```

```
print(func(1))
```

```
print(func(2))
```

```
print(func(3))
```

Options: A)

[1]

[2]

[3]

B)

[1]

[1, 2]

[1, 2, 3]

C)

[1]

[2]

[3, 2, 1]

D)

[1]

[1]

[1]

Answer: B)

[1]

[1, 2]

[1, 2, 3]

Explanation:

- In Python, default arguments are evaluated **only once** when the function is defined, not each time the function is called.
 - The default argument `b=[]` is a **mutable object** (a list). This means that the same list is reused across multiple function calls.
 - When `func(1)` is called, `b` is initially `[]`, and 1 is appended to it. The function returns `[1]`.
 - When `func(2)` is called, `b` is **not reset** to `[]`. Instead, it retains its previous value `[1]`, and 2 is appended to it. The function returns `[1, 2]`.
 - Similarly, when `func(3)` is called, `b` is now `[1, 2]`, and 3 is appended to it. The function returns `[1, 2, 3]`.
 - This behavior occurs because the **same list object** is being modified across function calls.
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Question 2:

What will be the output of the following code?

```
def outer(x):  
    def inner(y):  
        return x + y  
    return inner
```

```
add_five = outer(5)  
print(add_five(10))
```

Options: A) 5

B) 10

C) 15

D) Error

Answer: C) 15

Explanation:

- The outer function takes an argument `x` and defines an **inner function** `inner` that takes an argument `y`.

- The inner function returns the sum of x and y.
 - When `outer(5)` is called, it returns the inner function with x fixed as 5. This is an example of a **closure**, where the inner function "remembers" the value of x from the outer function's scope.
 - The returned function is assigned to `add_five`. Now, `add_five` is essentially inner with `x=5`.
 - When `add_five(10)` is called, it computes $5 + 10 = 15$.
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Question 3:

What will be the output of the following code?

```
def func(x):
```

```
    return x * 2
```

```
lst = [1, 2, 3, 4]
```

```
result = list(map(lambda x: func(x), lst))
```

```
print(result)
```

Note:

- The map function applies a given function to each item in an iterable (in this case, the list `lst`).
- The `lambda x: func(x)` is an anonymous function that calls `func(x)` for each element `x` in `lst`.

Options: A) [2, 4, 6, 8]

B) [1, 2, 3, 4]

C) [1, 4, 9, 16]

D) Error

Answer: A) [2, 4, 6, 8]

Explanation:

- The map function applies a given function to each item in an iterable (in this case, the list `lst`).
- The `lambda x: func(x)` is an anonymous function that calls `func(x)` for each element `x` in `lst`.
- The `func(x)` function doubles the value of `x`.

- Therefore:
 - `func(1)` returns 2
 - `func(2)` returns 4
 - `func(3)` returns 6
 - `func(4)` returns 8
 - The `map` function returns an iterator, which is converted to a list using `list()`. The final result is `[2, 4, 6, 8]`.
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Question 4:

What will be the output of the following code?

```
def func(a, b, c):  
    return a + b + c
```

```
values = (1, 2, 3)  
print(func(*values))
```

Options: A) 6

B) (1, 2, 3)

C) Error

D) None

Answer: A) 6

Explanation:

- The `values` syntax is used to **unpack** the tuple `(1, 2, 3)` into individual arguments for the function `func`.
 - The function `func` takes three arguments: `a`, `b`, and `c`.
 - After unpacking, the function call becomes `func(1, 2, 3)`.
 - The function computes $1 + 2 + 3 = 6$.
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Note : For Question 5 to Question 8 Please refer to the Kartik's Sir class Google Colab: [Link to the Colab](#)

Question 5:

What is the purpose of the `game()` function in the provided code?

Options:

- A) To simulate a battle between two players with random attacks and defenses.
- B) To calculate the probability of winning for each player.
- C) To generate random numbers for a dice game.
- D) To create a graphical user interface for a game.

Answer: A) To simulate a battle between two players with random attacks and defenses.

Explanation:

- The `game()` function simulates a turn-based battle between two players, Player 1 and Player 2.
 - Each player has a health pool (`Player1_HP` and `Player2_HP`), and they take turns attacking or defending.
 - The function uses random damage values between 10 and 20 for attacks and halves the damage if the opponent is defending.
 - The game continues until one player's health drops to 0 or below, and the winner is declared
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Question 6:

What happens when a player chooses to defend in the `game()` function?

Options:

- A) The player's health is fully restored.
- B) The player takes half damage during the opponent's attack.
- C) The player's next attack deals double damage.
- D) The player's health is reduced by half.

Answer: B) The player takes half damage during the opponent's attack.

Explanation:

- When a player chooses to defend, the `Player1_defending` or `Player2_defending` flag is set to `True`.
 - If the opponent attacks while the player is defending, the damage is halved (`damage = damage // 2`).
 - This effectively reduces the damage taken during the opponent's next attack, simulating a defensive action.
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Question 7:

What is the role of the `computer_choice()` function in the code?

Options:

- A) It randomly selects between attack and defend for Player 1.
- B) It determines the optimal move for Player 2 based on the game state.
- C) It calculates the total damage dealt by both players.
- D) It ends the game when a player's health reaches 0.

Answer: B) It determines the optimal move for Player 2 based on the game state.

Explanation:

- The `computer_choice()` function is used to decide whether Player 2 should attack or defend.
 - It takes into account the current health of both players (`Player1_HP` and `Player2_HP`) and whether either player is defending (`Player1_defending` or `Player2_defending`).
 - The function uses conditional logic to make decisions, such as attacking if Player 1 is defending or if Player 1's health is low, and defending if Player 2's health is low.
 - This simulates a basic AI for Player 2, making the game more dynamic.
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Question 8:

What is the significance of the `turn` variable in the `game()` function?

Options:

- A) It keeps track of the total number of turns played in the game.
- B) It determines which player's turn it is to attack or defend.
- C) It calculates the remaining health of both players.
- D) It decides the winner of the game.

Answer: B) It determines which player's turn it is to attack or defend.

Explanation:

- The `turn` variable alternates between 1 and 2 to indicate whose turn it is.
- When `turn == 1`, it is Player 1's turn to attack or defend.
- When `turn == 2`, it is Player 2's turn to attack or defend.
- After each turn, the value of `turn` is updated to switch to the other player's turn.

- This ensures that the game alternates between the two players until one of them loses all their health.
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Question 9:

What will be the output of the following code?

```
f1 = open("student.txt", "w")
f1.write("Hello, World!")
f1.close()
```

```
f1 = open("student.txt", "r")
print(f1.read(5))
f1.close()
```

Note: student.txt file never existed before.

Options: A) Hello

B) Hello,

C) World

D) Error

Answer: A) Hello

Explanation:

1. File Opening in Write Mode ('w'):

- The file "student.txt" is opened in write mode ('w').
- The string "Python Programming" is written to the file.
- The file is closed using f1.close().

2. File Opening in Read-Write Mode ('r+'):

- The file is reopened in read-write mode ('r+'), which allows both reading and writing.
- f1.write("Java") writes the string "Java" to the file. Since the file pointer is at the beginning, this overwrites the first 4 characters of the file, changing "Python" to "Java".
- The file now contains "Java Programming".

3. File Pointer Manipulation:

- `f1.seek(0)` moves the file pointer to the beginning of the file.
- `f1.read()` reads the entire file from the current position (beginning) to the end, which is "Java Programming".

4. File Closing:

- The file is closed again using `f1.close()`.
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Question 10:

What will be the output of the following code?

```
f1 = open("student.txt", "w")
f1.write("Line 1\nLine 2\nLine 3")
f1.close()
```

```
f1 = open("student.txt", "r")
print(len(f1.readlines()))
f1.close()
```

Note: student.txt file never existed before.

Options: A) 1

B) 2

C) 3

D) Error

Answer: C) 3

Explanation:

- The file is written with three lines: "Line 1", "Line 2", and "Line 3", each separated by a newline character (`\n`).
 - `f1.readlines()` reads all lines from the file and returns them as a list.
 - The length of the list is 3, so the output is 3.
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Question 11:

What will be the output of the following code?

```
f1 = open("student.txt", "w")
f1.write("Python Programming")
```



```
f1.close()
```

```
f1 = open("student.txt", "r+")
```

```
f1.write("Java")
```

```
f1.seek(0)
```

```
print(f1.read())
```

```
f1.close()
```

Note: student.txt file never existed before.

Options: A) Python Programming

B) Java Programming

C) Java

D) Javaon Programming

Answer: D) Javaon Programming

Explanation:

1. The file "**student.txt**" is first opened in **write ("w") mode**, which creates the file (if it doesn't exist) and writes "Python Programming" into it. After writing, the file is closed.
2. The file is then reopened in **read+write ("r+") mode**. This allows both reading and writing.
3. The statement `f1.write("Java")` writes "Java" at the beginning of the file, **overwriting** the first four characters ("Pyth" from "Python Programming"). The file content now becomes "Javaon Programming".
4. `f1.seek(0)` moves the file pointer back to the beginning of the file.
5. `print(f1.read())` reads the entire file content from the beginning, which is now "**Javaon Programming**".

Thus, the correct output is "**Javaon Programming**", making option **(B)** the correct answer.

Question 12:

What will be the output of the following code?

```
f1 = open("student.txt", "w")
```

```
f1.write("A\nB\nC\nD")
```

```
f1.close()
```

```
f1 = open("student.txt", "r")
```

```
f1.seek(2)
```

```
print(f1.read())
```

```
f1.close()
```

Note:

- Here, we are using Linux based operating system.
- student.txt file never existed before.

Options: A)

A

B

C

D

B)

B

C

D

C)

C

D

D) Error

Answer: B)

B

C

D

Explanation:

1. The file **student.txt** is first opened in write mode ("w") and the string "A\nB\nC\nD" is written to it. This means the file contains the following characters:
2. A\nB\nC\nD

Here, \n represents a newline character.

3. The file is then opened in read mode ("r") and seek(2) is used. The **seek()** function moves the file pointer to the specified position (character index 2).
4. Let's break down the file content with indexes:
5. Index: 0 1 2 3 4 5 6 7
6. Content: A \n B \n C \n D
 - A is at index 0
 - \n (newline) is at index 1
 - B is at index 2
 - \n (newline) is at index 3
 - C is at index 4
 - \n (newline) is at index 5
 - D is at index 6
7. Since seek(2) moves the pointer to **index 2**, reading from this position will output everything starting from "B", including the subsequent newline and characters.
8. The read() function then prints:
9. B
10. C
11. D

Thus, the correct answer is Option B.

Question 13:

What will be the output of the following code?

```
f1 = open("student.txt", "w")  
f1.write("Hello\\\\\\\\nWorld")  
f1.close()
```

```
f1 = open("student.txt", "a")  
f1.write("\\\\\\\\nPython")  
f1.close()
```

```
f1 = open("student.txt", "r")
```

```
print(f1.readlines())
```

```
f1.close()
```

Note: student.txt file never existed before.

Options: A) ['Hello\\n', 'World\\n', 'Python']

B) ['Hello\\n', 'World\\nPython']

C) ['Hello\\n', 'WorldPython']

D) ['Hello\\nWorld\\nPython']

Answer: D) ['Hello\\nWorld\\nPython']

Explanation:

1. **Writing to the file ("w" mode):**

2. f1 = open("student.txt", "w")

3. f1.write("Hello\\nWorld")

4. f1.close()

- The write function stores the string **exactly** as it is, meaning "Hello\\nWorld" is written to the file.
- The file content after this step:
- Hello\\nWorld

5. **Appending to the file ("a" mode):**

6. f1 = open("student.txt", "a")

7. f1.write("\\nPython")

8. f1.close()

- Since the file is opened in append mode ("a"), new content is added at the end without overwriting the previous data.
- "\\nPython" is added, so now the file contains:
- Hello\\nWorld\\nPython

9. **Reading the file ("r" mode)**

10. f1 = open("student.txt", "r")

11. print(f1.readlines())

12. f1.close()

- The readlines() function reads the entire file and returns a list of strings, where each element represents a line.

- Since there are no actual newline characters (\n), the entire content remains in a single line.
 - Thus, the output is:
 - ['Hello\\n\\nWorld\\n\\nPython']
-

Question 14:

What will be the output of the following code?

try:

```
with open("nonexistent.txt", "r") as f1:
    print(f1.read())
```

except FileNotFoundError:

```
    print("File not found")
```

else:

```
    print("File read successfully")
```

finally:

```
    print("Operation complete")
```

Note: nonexistent.txt file never existed before.

Options: A)

File not found

Operation complete

B)

File read successfully

Operation complete

C)

File not found

D) Error

Answer: A)

File not found

Operation complete

Explanation:

1. **Try Block:**

- The try block attempts to open the file "nonexistent.txt" in read mode ('r').
- Since the file does not exist, a FileNotFoundError is raised.

2. Except Block:

- The except block catches the FileNotFoundError and executes its code.
- print("File not found") is executed, printing "File not found".

3. Else Block:

- The else block is skipped because an exception was raised.

4. Finally Block:

- The finally block is always executed, regardless of whether an exception occurred.
- print("Operation complete") is executed, printing "Operation complete".

Question 15:

What will be the output of the following code?

```
f1 = open("student.txt", "w")
f1.write("Reg_no\\\\\\\\tName\\\\\\\\tMark\\\\\\\\n1\\\\\\\\tAlice\\\\\\\\t90\\\\\\\\n2\\\\\\\\tBob\\\\\\\\t85")
f1.close()
```

```
with open("student.txt", "r") as f1:
```

```
    lines = f1.readlines()
    print(lines[0].split("\\\\\\\\t")[3])
```

Note: student.txt file never existed before.

Options: A) Reg_no

B) Alice

C) 90

D) Bob

Answer: B) Alice

Explanation:

1. **Writing to the File ("w" mode):**
2. f1 = open("student.txt", "w")
3. f1.write("Reg_no\\\\\\\\tName\\\\\\\\tMark\\\\\\\\n1\\\\\\\\tAlice\\\\\\\\t90\\\\\\\\n2\\\\\\\\tBob\\\\\\\\t85")

4. `f1.close()`
 - The string `"Reg_no\\\\tName\\\\tMark\\\\n1\\\\tAlice\\\\t90\\\\n2\\\\tBob\\\\t85"` is written exactly as it is.
 - The content stored in the file is:
 - `Reg_no\\tName\\tMark\\n1\\tAlice\\t90\\n2\\tBob\\t85`
 - The double backslashes (`\\\\`) indicate that Python is storing literal `\\t` (tab) and `\\n` (newline) as **two separate characters**, not escape sequences.
5. **Reading the File ("r" mode):**
6. `with open("student.txt", "r") as f1:`
7. `lines = f1.readlines()`
 - `readlines()` reads the file as a list of strings, where each element represents a line.
 - `lines[0]` contains the first line:
 - `"Reg_no\\tName\\tMark\\n1\\tAlice\\t90\\n2\\tBob\\t85"`
8. **Splitting the First Line Using "\\t":**
9. `lines[0].split("\\\\t")`
 - Since `\\\\t` is stored as `\\` in the file, the actual split happens on `\\t` (which is **not a tab character**, just the literal `\\t` string).
 - Splitting `"Reg_no\\tName\\tMark\\n1\\tAlice\\t90\\n2\\tBob\\t85"` on `\\t` results in:
 - `["Reg_no", "Name", "Mark\\n1", "Alice", "90\\n2", "Bob", "85"]`
10. **Accessing the Fourth Element ([3]):**
11. `lines[0].split("\\\\t")[3]`
 - The **index 3** corresponds to "Alice".

Thus, **the correct answer is:**

B) Alice