

## SAMPLE QUESTIONS FOR COMP110029.01

PAN

[Note: "\*" means the easiest and "\*\*\*\*\*" means the hardest. Rule followed.]

### 1. VARIABLE & TYPE

(1) Consider the code below [\*\*]

```
1 x = 1
  y = 2 * x
3 z = 3 ** y
  h = 4 * z
5 print(h)
```

What is the output of this program?

- a) 24                      b) 15                      c) 0                      d) 36
- (2) Consider the code below [\*\*]

```
1 x = 1
  y = x / 5
3 z = x / 5 + 1.0
```

- (a) Variables y, z are of type  
a) Integer, Float    b) Integer, Integer    c) Float, Float    d) Float, Integer
- (b) Variables y, z are of value  
a) 0, 1.0              b) 0.2, 1.2              c) 0.2, 1.0              d) 0, 1.2
- (3) Consider the code below [\*\*\*]

```
1 x = "hello"
  y = " world"
3 n = 7
  d= x+y
5 print(x+n)
```

What is the output of this program?

- a) hello7              b) hello 7              c) Error at line 4    d) Error at line 5

## 2. CONDITIONAL

(1) Consider the code below [\*\*\*]

```

1 x = 10
  out = 0
3 if x % 2 == 0:
    out = out + 1
5 else:
    out = out + 2
7
  if x % 2 ** 3 == 2:
9     out = out + 1
  else:
11    out = out + 2
  print(out)

```

What is the output of this program?

a) 2

b) 3

c) 4

d) 6

(2) Consider the code below [\*\*\*]

```

  out = "I like "
2 x = 24
  if x % 2 != 0:
4     x = x / 2
  x = x / 2
6 if x / 5 == 1:
    out = out + "throwing "
8
  if x % 4 == 0:
10    out = out + "tomato"
  else:
12    out = out + "potato"
14 print(out)
   print(x)

```

(a) What's the output of line **14**?

a) I like throwing tomato

b) I like throwing potato

c) I like tomato

d) I like potato

(b) What's the output of line **15**?

a) 24

b) 12

c) 6

d) 6.0

## 3. LOOP &amp; LIST

(1) Consider the code below [\*\*]

```
1 a = 1
  b = 2
3 while (a < 11):
    a = a + b
5 print(a)
```

What is the output of this program?

- a) 9                      b) 11                      c) 13                      d) infinite loop
- (2) Consider the code below [\*\*\*\*]

```
1 a = 1
  b = 2
3 c = 0
  while (c < b):
5     c = a - b
    a = c + b
7     b = c
  print(a)
```

What's the output of this program?

- a) 0                      b) infinite loop                      c) -1                      d) 1
- (3) Consider the code below [\*\*]

```
1 a = [1,2,3,4]
2 out = 0
  w = 1
4 for i in a:
    out = out + i * w
6     w = w * 2
```

Variables *out*, *w* are of value

- a) 98, 16                      b) 98, 8                      c) 49, 16                      d) 10, 1
- (4) Consider the code below [\*\*\*\*]

```
1 a = [0,1,2,3,4,5]
2 b = list()
  for i in a[1:]:
4     b.append(a[i-1] + 2 * a[i]);
  print(b)
```

What's the output of this program?

- a) [2, 5, 8, 11, 14]                      b) Error at line 4
- c) Error at line 3                      d) [2, 5, 8, 11, 15]
- (5) Consider the code below [\*\*\*]

```

a = "hello morikA"
2 b = ""
for i in a:
4     if i in "aeiou":
        b = b + "*";
6     else:
        b = b + i.upper();
8 print(b)

```

What's the output of this program?

- a) H\*LL\* M\*R\*k\*                      b) H\*LL\* M\*R\*kA  
c) Error at line 4                      d) HELLO MORIk\*

#### 4. DICTIONARY

(1) Consider the code below [\*\*]

```

pan = {
2     "idea" : 4,
     "chalk" : 1,
4     "notebook" : 3
}
6 pan["chalk"] -= 1;
print(pan["chalk"] + pan.get("proof", 1))
8 pan["proof"] = 2;
print(pan.get("proof", 1) * pan["idea"] - 2*pan["notebook"] )

```

What are the outputs respectively of line 7 & 9?

- a) 1, -2                      b) 2, -2                      c) 1, 2                      d) Error at line 9

#### 5. FUNCTION

(1) Consider the code below [\*\*\*]

```

1 def my_max(x, y):
    if x > y:
3         return 2*x
    else:
5         return y

7 def my_min(x, y):
    if x < y:
9         return x / 2
    return y

11 mys = my_min(10, my_max(3, 1));
13 print(mys);

```

---

What is the output of the program?

- a) 6                      b) 3                      c) 2                      d) 5
- (2) Consider the code below [\*\*\*]

```

1 def factorial(n):
2     out = 1
3     for i in range(0, n):
4         out = out * i
5     return out
6
7 print(factorial(5))

```

What is the output of the program?

- a) 120                      b) 24                      c) 0                      d) infinite loop

## 6. INTEGRATED SKILLS

- (1) Given a piece of code below (\*\*\*)

```

1 def greet("P")
2     print(P + "is a good guy!")
3     return P + "is a bad guy .."
4
5 P = "Patrick-" + 11 + " ";
6 print(greet(P))

```

- (a) find out the potential syntax errors and make it runnable [Tips: Do it directly beside the original code]
- (b) What is the output of your modified code?
- (2) Coding according to the description below (\*\*\*)

By 1950, the word *algorithm* was most frequently associated with "Euclid's algorithm", a process for finding the greatest common divisor of two numbers which appears in Euclid's *Elements* (book vii, propositions 1 and ii). It will be instructive to exhibit Euclid's algorithm here:

**Algorithm E**(*Euclid's algorithm*). Given two positive integers  $m$  and  $n$ , find their greatest common divisor, i.e., the largest positive integer which evenly divides both  $m$  and  $n$ .

**E1.** [Find remainder.] Divide  $m$  by  $n$  and let  $r$  be the remainder. (we will have  $0 \leq r < n$ )

**E2.** [Is it zero?] If  $r = 0$ , the algorithm terminates;  $n$  is the answer.

**E3.** [Interchange.] Set  $m \leftarrow n$ ,  $n \leftarrow r$ , and go back to step E1. |

„

– from *D.Knuth, The Art of Computer Programming, 2nd, Vol. 1, Page 2*

```

1 def gcd(m, n):
2     ## YOUR CODES. RETURN THE GREATEST COMMON DIVISOR
   ## OF GIVEN INPUTS AS POSITIVE INTEGERS m, n

```

## 7. SOLUTIONS WITH EXPLANATIONS

- 1 (1) **d)**  $x = 1 \rightarrow y = 2 \times 1 \rightarrow z = 3^2 \rightarrow h = 4 \times 9$
- (2.a) **a)** line 2:  $y = x/5$ ; Since both  $x$  and 5 are integers, so as  $y$ . Although (line 3)  $x/5$  is integer, 1.0 is float. Thus  $z$  is float.
- (2.b) **a)** According to the precedence table of arithmetic operator,  $/ > +$ . Thus  $x/5$  is first evaluated, which gives value of 0 (Integer, also the value for  $y$ ). Next,  $0 + 1.0$ , which yields 1.0, assigned to  $z$  in line 3
- (3) **d)**  $x + y$  is OK since they are both of type string, which lets the addition behave as concatenation. However, in line 5,  $n$  is of type integer (from line 3). The behavior of addition between string and integer is undefined in Python.
- 2 (1) **a)** in the first conditional,  $x\%2 = 10\%2 == 0$  is satisfied, which leads to the execution of  $out = out + 1$  (line 4). The next conditional,  $x\%2 * 3 = x\%8 = 10\%8 == 2$  is satisfied (the precedence rule,  $** > \%$ ), which leads to the execution of  $out = out + 1$  (line 9). Thus  $out$  is of value 2.
- (2.a) **c)** in the first conditional,  $x\%2 = 24\%2 = 0! = 0$  is **not** satisfied. Thus line 4  $x = x/2$  is **not** executed. Line 5 is unconditionally executed by noticing there is no indentation at the start of the line. Thus  $x \leftarrow 24/2 = 12$ . The conditional on line 6,  $x/5 = 12/5 = 2 == 1$  is again **not** satisfied. Thus line 7 won't be executed. For the conditional on line 9,  $x\%4 = 12\%4 = 0 == 0$  is satisfied, which updates  $out \leftarrow "I like " + "tomato"$ . Thus line 14 will print "I like tomato".
- (2.b) **b)** Only line 5 updated  $x$ , which means  $x$  is of value 12 eventually.
- 3 (1) **b)** Since  $b$  is always of value 2,  $a$  is incremented by  $b$  (i.e. 2) during each iteration.  $a$  takes the value by sequence 1, 3, ..., 9, 11, 13. While-loop will be break-ed the first time when the condition is unsatisfied, which tells us the final value of  $a$  in line 5 should be 11,  $11 < 13$
- (2) **d)** At first we have ( $a = 1, b = 2, c = 0$ ). The  $c < b$  is satisfied, which lets the program goes into the iteration part for the first time. Line 5 indicates  $c \leftarrow a - b = 1 - 2 = -1$ . Line 6 updates  $a$  with  $a \leftarrow c + b = (-1) + 2 = 1$ . Line 7, however, simply lets  $b \leftarrow c = -1$ , which simultaneously means the ending of the first iteration. Check the condition  $c < b \rightarrow (-1) < (-1)$  is unsatisfied thus the loop is break-ed. The program comes to line 8, when  $a$  is of value 1.
- (3) **c)** The **for-in** loop behaves as a look-through of the list  $a$ . During each iteration,
 
$$out \leftarrow 0 + 1 \times 1 = 1, w \leftarrow 1 \times 2 = 2.$$

$$out \leftarrow 1 + 2 \times 2 = 5, w \leftarrow 2 \times 2 = 4.$$

$out \leftarrow 5 + 3 \times 4 = 17, w \leftarrow 4 \times 2 = 8$

$out \leftarrow 17 + 4 \times 8 = 49, w \leftarrow 8 \times 2 = 16$

- (4) **a)** At first, `a[1:]` in line 3 means a slice of `a` from the index-1 element to the end, which gives a new list `[1, 2, 3, 4, 5]`. Then the loop is no more than a look-through of **the** new list, with `i` takes the value of corresponding element subsequently. During each iteration,

`b.append(a[0] + 2 * a[1])`  $\equiv$  `b.append(0 + 2 * 1)`  $\equiv$  `b.append(2)`

`b.append(a[1] + 2 * a[2])`  $\equiv$  `b.append(1 + 2 * 2)`  $\equiv$  `b.append(5)`

`b.append(a[2] + 2 * a[3])`  $\equiv$  `b.append(2 + 2 * 3)`  $\equiv$  `b.append(8)`

`b.append(a[3] + 2 * a[4])`  $\equiv$  `b.append(3 + 2 * 4)`  $\equiv$  `b.append(11)`

`b.append(a[4] + 2 * a[5])`  $\equiv$  `b.append(4 + 2 * 5)`  $\equiv$  `b.append(14)`

- (5) **b)** Consider a string as a list of characters (i.e. letters). At the beginning of each iteration, `i` takes the value of each character sequentially. With line 4 checks whether the current `i` is one of "aeiou" (the vowel **and certainly case-sensitive**.), the lower case vowel character in the string `a` will be replaced with a steroid `*` in the transformed string `b`, while the line 6-7 **else** replaces other character in the string `a` with their upper-case counterpart in the target `b`. Thus `b` is **H\*LL\* M\*R\*kA**

- 4 (1) **c)** The behavior of `pan.get("proof", 1)` is as, if there is no key "proof" in the dictionary `pan` (line 7), it returns the default value 1 instead of crashing the program awkwardly. Otherwise (line 9) simply do the same thing as `pan["proof"]`. Thus (be careful of the updating of value for key "chalk" in line 6, which means the same as `pan["chalk"] = pan["chalk"] - 1`)

**Line 7:** `pan["chalk"] + pan.get("proof", 1)` = `0 + 1` = **1**

**Line 9:** `pan.get("proof", 1) * pan["idea"] - 2 * pan["notebook"]` = `2 * 4 - 2 * 3` = **2**

- 5 (1) **a)** First invoke the function `my_max` with input (`x = 3, y = 1`). Go to line 2 in its definition, where the conditional `x > y` is satisfied, which leads to **return** `2*x = 2 * 3 = 6`. Now line 12 becomes `mys = my_min(10, 6)`. Invoke `my_min` with input (`x = 10, y = 6`). Go to line 8 in its definition, `x < y`  $\equiv$  `10 < 6` is **not** satisfied, which leads the program to line 10, **return y = 6**. Thus line 12 becomes `mys = 6`.
- (2) **c)** line 7 invokes the function `factorial` with input (`n = 5`). Honestly execute the codes in definition by hand instead of envisioning from the name itself. As in line 3 in definition, the `range(0, n)`  $\equiv$  `range(0, 5)` simply means generate a list as `[0, 1, 2, 3, 4]`. Notice in the first iteration, line 4 indicates `out`  $\leftarrow$  `1 * i = 1 * 0 = 0`. Thus no matter how the loop continues (under the condition of finiteness), the return-ed value will always be 0. Thus line 7 becomes **print(0)**
- 6 (1) (a) [A possible version]

```

1 def greet(P):
    print(P + "is a good guy!")
3    return P + "is a bad guy .."

```

```

5 | P = "Patrick-" + str(11) + " ";
   | print(greet(P))

```

(b) Output corresponds to the modified version above

Patrick-11 is a good guy!

Patrick-11 is a bad guy ..

(2) [A possible implementation]

```

def gcd(m, n):
2 |   ## YOUR CODES. RETURN THE GREATEST COMMON DIVISOR
   |   ## OF GIVEN INPUTS AS POSITIVE INTEGERS m, n
4 |   r = m - (m / n) * n   # Divide m by n and let r be the remainder
   |
   |   while(r > 0):
6 |       m = n   # Set m <- n, n <- r
       n = r
8 |       r = m - (m / n) * n # go back to step E1
   |   return n           # If r = 0, n is the answer.

```