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NPTEL (https://swayam.gov.in/explorer?ncCode=NPTEL) » The Joy of Computing using Python (course)



Course outline

How does an NPTEL online course work?

Week 0

Week 1

Week 2

Week 3

week 4

Week 5

Week 6

Week 7

Snakes and
Ladders - Not
on the Board
(unit?
unit=143&lesson=144)

Snakes and Ladders - Not

Week 7: Assignment 7

The due date for submitting this assignment has passed.

Due on 2021-09-15, 23:59 IST.

Assignment submitted on 2021-09-14, 19:06 IST

1) What will the following program do?

1 point

```
from PIL import Image
im=Image.open('snakesandLadders.png')
im.show()
im.save('snakeimage.png')
```

- Rename the snakesandladders.png file as snakeimage.png
- Creates a new file called snakeimage.png
- Creates a new file called snakeimage.png with the same content as in the snakesandladders.png
- Invalid operation

Yes, the answer is correct.

Score: 1

Accepted Answers:

Creates a new file called snakeimage.png with the same content as in the snakesandladders.png

2) Which of the following statements is wrong regarding csv?

1 point

- CSV stands for Comma Separated Values
- It's a simple file format used to store tabular data, such as spreadsheet or database

on the Board - Part 01 (unit? unit=143&lesson=145)	The use of the commas a field separator is the source of the name for this file formatNone of the above
Snakes and Ladders - Not on the Board - Part 02 (unit? unit=143&lesson=146)	Yes, the answer is correct. Score: 1 Accepted Answers: None of the above 3) If a player has a score of 87 and rolls the dice in the snake and ladder game. If he gets 1 points
Snakes and Ladders - Not on the Board - Part 03 (unit? unit=143&lesson=147)	a 5, what will be the player's position next considering the dictionary associated with the game? dict={ 92:79, 95:51,
Snakes and Ladders - Not on the Board - Part 04 (unit? unit=143&lesson=148)	87:18, 62:22, 57:40, 52:29, 17:13,
Snakes and Ladders - Not on the Board - Part 05 (unit? unit=143&lesson=149)	80:100, 90:91, 75:86, 58:77, 28:84,
Snakes and Ladders - Not on the Board - Part 06 (unit? unit=143&lesson=150)	8:30, 3:21 }
Spiral Traversing - Let's Animate (unit? unit=143&lesson=151)	97 92 The player cannot be in position number 87 Yes, the answer is correct. Score: 1
Spiral Traversing - Let's Animate - Part 01 (unit? unit=143&lesson=152)	Accepted Answers: The player cannot be in position number 87 4) What will be the output of the following program? 1 point
Spiral Traversing - Let's Animate - Part 02 (unit? unit=143&lesson=153)	
O Spiral Traversing - Let's Animate - Part 03 (unit? unit=143&lesson=154)	

```
Spiral
Traversing -
Let's Animate -
Part 04 (unit?
unit=143&lesson=155)
```

- Spiral
 Traversing Let's Animate Part 05 (unit?
 unit=143&lesson=156)
- Spiral
 Traversing Let's Animate Part 06 (unit?
 unit=143&lesson=157)
- Spiral
 Traversing Let's Animate Part 07 (unit?
 unit=143&lesson=158)
- GPS Track the route (unit? unit=143&lesson=159)
- GPS Track the route - Part 01 (unit? unit=143&lesson=160)
- GPS Track the route - Part 02 (unit? unit=143&lesson=161)
- GPS Track the route - Part 03 (unit? unit=143&lesson=162)
- GPS Track the route - Part 04 (unit? unit=143&lesson=163)
- Quiz: Week 7: Assignment 7 (assessment? name=312)
- Week 7:
 Programming
 Assignment 1 Binary Matrix
 (/noc21 cs75/progassignment?
 True

name=313)

```
= 4
C = 5
def Traversal(m, n, a):
    k = 0
    1 = 0
    stk = []
    while (k \le m \text{ and } 1 \le n):
        for i in range(l, n + 1):
             stk.append(a[k][i])
        k += 1
        for i in range(k, m + 1):
             stk.append(a[i][n])
        n -= 1
        if ( k <= m):
             for i in range(n, 1 - 1, -1):
                 stk.append(a[m][i])
            m -= 1
        if (1 \leftarrow n):
             for i in range(m, k - 1, -1):
                 stk.append(a[i][l])
             1 + 1
    while len(stk) != 0:
        print(str(stk[-1]), end = " ")
        stk.pop()
mat = [[1, 2, 3, 4, 5],
       [6, 7, 8, 9, 10],
       [11, 12, 13, 14, 15],
       [16, 17, 18, 19, 20]]
Traversal(R - 1, C - 1, mat)
```

- 12 13 14 9 8 7 6 11 16 17 18 19 20 15 10 5 4 3 2 1
- 0 1 2 3 4 5 10 15 20 19 18 17 16 11 6 7 8 9 14 13 12
- 0 1 6 11 16 17 18 19 20 15 10 5 4 3 2 7 12 13 14 9 8
- 0 13 12 7 8 9 14 19 18 17 16 11 6 1 2 3 4 5 10 15 20

Yes, the answer is correct.

Score: 1

Accepted Answers:

12 13 14 9 8 7 6 11 16 17 18 19 20 15 10 5 4 3 2 1

5) The default drawing state of the turtle is pendown. State whether the above statement *1 point* is true or fault.

 Week 7: Programming Assignment 2 - Number Triangle II (/noc21_cs75/progassig 		
name=314) • Week 7: Programming	6) What is the output of the following program?	1 point
Assignment 3 - Lower	<pre>import turtle tr=turtle.Turtle()</pre>	
Triangular Matrix (/noc21_cs75/progassig name=315)	tr.forward(90)	
○ Week 7FeedbackForm: The Joy	tr.left(45)	
of Computing	Octagon	
using Python	Pentagon	
(unit? unit=143&lesson=164)	Nonagon	
Week 8	○ HexagonYes, the answer is correct.	
Week 9	Score: 1 Accepted Answers:	
Week 10	Octagon 7) While using the turtle speed method, the speed value 1 is faster than speed value 0.	1 point
Week 11	State whether the above statement is true or false.	, pom
Week 12	TrueFalse	
Text Transcripts	Yes, the answer is correct. Score: 1	
Download Videos	Accepted Answers: False	
Live Session	8) Which of these methods is used to make the turtle rotate 45 degrees in the anticlockwise direction.	1 point
October 10	tr.turn(-45)	
Programming test - Session 1	tr.right(-45)	
(10AM to 11AM)	□ tr.left(45)□ Both b and c	
October 10 Programming	Yes, the answer is correct. Score: 1	
test - Session 2 (8PM to 9PM)	Accepted Answers: Both b and c	
(5 60 01 111)	9) Which of these packages allow us to plot data on google maps?	1 point

gmplot plot googleplot matplotlib.gmplot Yes, the answer is correct. Score: 1 Accepted Answers: gmplot	
10) Which of these following methods will change the color of the lines that will be drawn by the turtle?	
pencolor()	
Ocolor()	
O Both a and b	
○ None of the above	
No, the answer is incorrect. Score: 0	
Accepted Answers:	
Both a and b	