Python

PCEP-DAY 6/7

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Subject	Goals
DATA TYPES Problems	• Define functions • Invocate functions • Discuss of different parameters
Exercises/Review	• complete exercises given in class

problem 35

Exercise 1

Day 6

1. Define a function named "get_class_grades" which should prompt the user to enter students grades and returns the list. EX. [A,B,A,B,A,A,C,D,A,F]
2. Define a function named "class_summary" that gets the frequency of each grades and puts it in a dictionary and returns the dictionary.

Exercise 2

Module 1

1. Define a function named "print_class_summary" which will accept the dictionary as a parameter.
2. Print out class grades in format:
   The number of A's is ->
   The number of B's is ->
   The number of C's is ->

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Make a project

Exercise 3

Day 6

Lets make a guessing game using using the random module

Objective: Computer will select a random number between a given interval [a, b]. Then the user will be prompted to guess a number between the given interval. The game should then determine if the user guessed the name correctly. Once the user has 3 incorrect guessses, they will be given hints if number is smaller or larger than the number.

Exercise 3.b

Day 6

1. Define a function named "computer_number" which should return a random number generator.
2. Define a function named "Player_guess" which should prompt the user to enter an integer between the given interval.

Exercise 3.C

Day 6

3. Define a function named "play" which will invocate the two previously defined function. Then use a while to repeat to ask user to enter a guess if its incorrect. After three incorrect answers, begin printing out tips for the user so it may be easier to guess.

Exercise 4

Module 1

1. Write a Python program to check whether the given strings are palindromes or not. Return True otherwise False

['palindrome', 'madamimadam', '', 'foo', 'eyes']

Output:

[False, True, True, False, False]