

Python Programming (DI02032011)

Winter 2025 Exam Solutions

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Exam Overview

Exam Details

Subject: Python Programming
Code: DI02032011
Date: 20-01-2026
Time: 10:30 AM – 01:00 PM
Marks: 70

Questions at a Glance

Q1 Algorithm, Flowchart, Data Types
Q2 Features, if-else, Patterns
Q3 Strings, Loops, Variables
Q4 List, Fibonacci, Sets / Tuples
Q5 List, Random, Dictionary

Definition

An **algorithm** is a finite, ordered set of well-defined steps to solve a problem. It must be:
Unambiguous · Finite · Effective · Input/Output defined.

Algorithm: Area of a Circle

- ① START
- ② Read the radius r
- ③ Compute $\text{area} \leftarrow \pi \times r^2$ (use $\pi = 3.14159$)
- ④ PRINT area
- ⑤ STOP

Q.1(b) — Flowchart Symbols

[4 marks – 1/2]



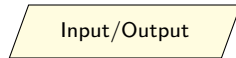
Oval
Terminal
Marks **start** or **end**



Rectangle
Process
Computation or
operation



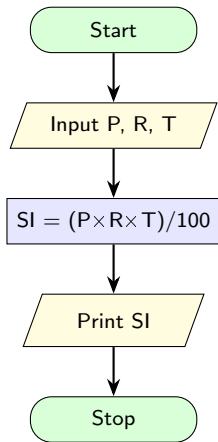
Diamond
Decision
Conditional branch



Parallelogram
Input / Output
Read input or print
output



Flow Line (Arrow) — Connects symbols and shows the direction of execution. Every symbol must have at least one incoming or outgoing arrow.



Formula

$$SI = \frac{P \times R \times T}{100}$$

P Principal amount
R Rate of interest (%)
T Time (years)

Python Code

```
P = float(input("Principal: "))
R = float(input("Rate %: "))
T = float(input("Time (yrs): "))
SI = (P * R * T) / 100
print("Simple Interest =", SI)
```

Category	Type	Description	Example
Numeric	int	Whole numbers	x = 42
	float	Decimal numbers	x = 3.14
	complex	Real + imaginary	x = 2+3j
Text	str	Sequence of characters	x = "Hi "
Boolean	bool	True or False only	x = True
Collection	list	Ordered, mutable	[1,2,3]
	tuple	Ordered, immutable	(1,2,3)
	set	Unordered, unique	{1,2,3}
	dict	Key-value pairs	{"a":1}

int — Integer

Stores whole numbers. No decimal point.
Can be positive, negative, or zero.

```
age = 20
temp = -5
print(type(age))      # <class 'int'>
print(age + 10)       # 30
print(age * 2)        # 40
```

str — String

Sequence of characters enclosed in quotes.
Supports indexing and slicing.

```
name = "Python"
print(type(name))     # <class 'str'>
print(name[0])        # P
print(name[1:4])      # yth
print(len(name))      # 6
print(name.upper())   # PYTHON
```

Key Rule

Use `type(var)` to check the data type of any variable at runtime.

Arithmetic Operators

Op	Operation	Example
+	Addition	5+3 = 8
-	Subtraction	5-3 = 2
*	Multiplication	5*3 = 15
/	Division	7/2 = 3.5
//	Floor Division	7//2 = 3
%	Modulus	7%2 = 1
**	Exponent	2**3 = 8

Python Code

```
a = 10
b = 3
print(a + b)      # 13
print(a - b)      # 7
print(a * b)      # 30
print(a / b)      # 3.333...
print(a // b)     # 3
print(a % b)      # 1
print(a ** b)     # 1000
```

Relational (Comparison) Operators

Op	Meaning	Result
==	Equal to	True/False
!=	Not equal to	True/False
>	Greater than	True/False
<	Less than	True/False
>=	Greater or equal	True/False
<=	Less or equal	True/False

Note

Relational operators always return a bool (True or False). Used mainly in conditions.

Python Code

```
a = 10
b = 20
print(a == b)    # False
print(a != b)    # True
print(a > b)     # False
print(a < b)     # True
print(a >= 10)   # True
print(b <= 20)   # True

# Practical use in if:
if a < b:
    print("a is smaller")
```

- **Simple & Easy to Learn** — clean, English-like syntax
- **Free & Open Source** — no license cost
- **Interpreted** — line-by-line execution
- **Platform Independent** — runs on Windows, Linux, Mac
- **Dynamically Typed** — no need to declare types
- **Object-Oriented** — supports classes and objects
- **High-Level Language** — hides hardware details
- **Extensive Standard Library** — math, OS, sys, . . .
- **Embeddable** — can mix C/C++ code
- **Large Community** — active support ecosystem

Syntax

```
if condition:
    # runs when True
elif condition2:
    # optional extra check
else:
    # runs when all False
```

- Uses **indentation** (no braces)
- elif and else are optional
- Conditions use relational / logical operators

Example: Positive, Negative or Zero

```
n = int(input("Enter number: "))

if n > 0:
    print("Positive number")
elif n < 0:
    print("Negative number")
else:
    print("Zero")
```

Example: Largest of two

```
a = int(input("a: "))
b = int(input("b: "))
if a > b:
    print("a is larger")
else:
    print("b is larger")
```

Q.2(c) — Pattern 1: @ Triangle

[7 marks – 1/2]

Program

```
n = 5
for i in range(1, n+1):
    print("@ " * i)
```

Expected Output

```
@
@ @
@ @ @
@ @ @ @
@ @ @ @ @
```

Logic Explained

Iteration	i	Output
1st	1	@
2nd	2	@ @
3rd	3	@ @ @
4th	4	@ @ @ @
5th	5	@ @ @ @ @

The string "@ " is repeated *i* times using the * operator.

Program

```
n = 5
for i in range(1, n+1):
    for j in range(1, i+1):
        print(j*j, end=" ")
    print()
```

Expected Output

```
1
1 4
1 4 9
1 4 9 16
1 4 9 16 25
```

Logic Explained

Outer loop controls rows (1 to n). Inner loop prints $j*j$ for each column from 1 to i . `end=" "` keeps values on the same line; `print()` moves to the next row.

- **Web Development** — Django, Flask
- **Data Science** — Pandas, NumPy, Matplotlib
- **Machine Learning / AI** — TensorFlow, Scikit-learn
- **Desktop GUI** — Tkinter, PyQt
- **Scientific Computing** — SciPy, SymPy
- **Game Development** — Pygame
- **Scripting / Automation** — automate tasks
- **Networking** — socket programming
- **Cybersecurity** — penetration testing
- **IoT / Embedded** — MicroPython, Raspberry Pi

Concept

A **nested if** is an if statement placed **inside another if** block. Used when a condition depends on a previous condition being true.

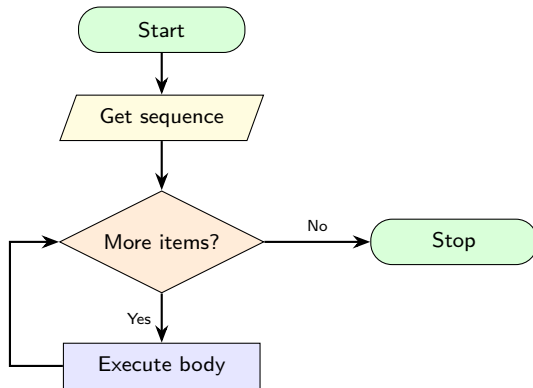
Syntax

```
if condition1:
    if condition2:
        # both True
    else:
        # only cond1 True
else:
    # cond1 False
```

Example: Largest of 3 Numbers

```
a = int(input("a: "))
b = int(input("b: "))
c = int(input("c: "))

if a > b:
    if a > c:
        print("a is largest")
    else:
        print("c is largest")
else:
    if b > c:
        print("b is largest")
    else:
        print("c is largest")
```



Syntax

```
for variable in sequence:  
    # loop body
```

Example 1: Print 1 to 5

```
for i in range(1, 6):  
    print(i, end=" ")  
# Output: 1 2 3 4 5
```

Example 3: Iterate over a list

```
fruits = ["mango", "apple", "grape"]  
for f in fruits:  
    print(f)
```

Example 2: Sum of n numbers

```
n = int(input("Enter n: "))  
total = 0  
for i in range(1, n+1):  
    total += i  
print("Sum =", total)
```

Example 4: Multiplication table

```
n = int(input("Table of: "))  
for i in range(1, 11):  
    print(n, "x", i, "=", n*i)
```

Q.3(a) — Six Built-in String Functions

[3 marks]

Function	Description
<code>upper()</code>	Convert to UPPERCASE
<code>lower()</code>	Convert to lowercase
<code>len()</code>	Return length of string
<code>replace(old,new)</code>	Replace a substring
<code>split()</code>	Split string into list
<code>strip()</code>	Remove leading/trailing whitespace

Quick Demo

```
s = "Hello World"
print(s.upper())           # HELLO WORLD
print(s.lower())           # hello world
print(len(s))              # 11
print(s.replace("World","GTU")) # Hello GTU
print(s.split())           # ['Hello', 'World']
```

for loop	while loop
Count known in advance Iterates over a sequence Initialisation is implicit Counter auto-updates More compact syntax	Count may be unknown Runs while condition is True Must initialise variable Must update counter manually More flexible

(2) Print 1 to 25 using for loop

```
for i in range(1, 26):  
    print(i, end=" ")  
  
# Output: 1 2 3 4 5 ... 24 25
```

Definition

A **local variable** is declared **inside a function**. It exists only within that function and is destroyed when the function returns.

- Created when function is called
- Not accessible outside the function
- Two functions can have the same local variable name

Example

```
def add(a, b):  
    result = a + b      # local variable  
    print("Sum:", result)  
  
def greet():  
    msg = "Hello!"      # local variable  
    print(msg)  
  
add(3, 5)               # Sum: 8  
greet()                 # Hello!  
  
# print(result)  --> NameError!  
# 'result' is not defined here
```

Definition

A **global variable** is declared **outside all functions**. It is accessible throughout the program. Use the `global` keyword to *modify* it inside a function.

Important Rule

Without `global` keyword, assigning inside a function creates a *new local* variable, not modifying the global.

Example

```
count = 0           # global variable

def increment():
    global count
    count = count + 1

increment()
increment()
print("Count:", count)  # Count: 2

# Without 'global' keyword:
x = 10
def demo():
    x = 99           # creates a NEW local x
    print(x)         # 99
demo()
print(x)             # 10 (global unchanged)
```

Concatenation

Joining two or more strings using the `+` operator (or `*` for repetition).

Concatenation with `+`

```
first  = "Hello"
second = " World"
result = first + second
print(result)          # Hello World

name = "GTU"
greeting = "Welcome to " + name
print(greeting)        # Welcome to GTU
```

Repetition with `*`

```
s = "Ha"
print(s * 3)           # HaHaHa

line = "-" * 20
print(line)            #
                        -----
```

Note

You cannot concatenate a string and a number directly. Use `str()` to convert first.

Q.3 OR (b) — Prime Number Program

[4 marks]

Program

```
n = int(input("Enter a number: "))

if n < 2:
    print(n, "is NOT prime")
else:
    is_prime = True
    for i in range(2, int(n**0.5) + 1):
        if n % i == 0:
            is_prime = False
            break

    if is_prime:
        print(n, "is a PRIME number")
    else:
        print(n, "is NOT a prime number")
```

Logic

- 1 Numbers < 2 are not prime
- 2 Check divisors from 2 to $\sqrt{n}$
- 3 If any divisor divides n exactly $\rightarrow$ not prime
- 4 No divisor found $\rightarrow$ prime

Sample Output

Enter a number: 7

7 is a PRIME number

Enter a number: 12

12 is NOT a prime number

Trigonometric & Logarithmic

<code>math.sin(x)</code>	Sine of x (radians)
<code>math.cos(x)</code>	Cosine of x
<code>math.tan(x)</code>	Tangent of x
<code>math.log(x)</code>	Natural log ($\ln x$)
<code>math.log10(x)</code>	Base-10 log

Constants

<code>math.pi</code>	$\pi = 3.14159\dots$
<code>math.e</code>	$e = 2.71828\dots$
<code>math.inf</code>	Infinity

Numeric / Rounding

<code>math.sqrt(x)</code>	Square root
<code>math.pow(x, y)</code>	x^y (returns float)
<code>math.fabs(x)</code>	Absolute value
<code>math.floor(x)</code>	Round down
<code>math.ceil(x)</code>	Round up
<code>math.factorial(n)</code>	$n!$
<code>math.gcd(a, b)</code>	GCD of a and b

Q.3 OR (c) — Explaining Any Three Math Functions [7 marks – 2/2]

`math.sqrt()`

Returns the square root of x .

```
import math
print(math.sqrt(25))
# 5.0
print(math.sqrt(2))
# 1.4142...
```

`math.floor()` & `ceil()`

`floor` rounds down; `ceil` rounds up.

```
import math
print(math.floor(4.9))
# 4
print(math.ceil(4.1))
# 5
```

`math.factorial()`

Returns $n!$ for non-negative integer.

```
import math
print(math.factorial(5))
# 120 (5x4x3x2x1)
print(math.factorial(0))
# 1
```

Q.4(a) — Six Built-in List Functions

[3 marks]

Function	Description
<code>append(x)</code>	Add <code>x</code> at the end of list
<code>insert(i,x)</code>	Insert <code>x</code> at index <code>i</code>
<code>remove(x)</code>	Remove first occurrence of <code>x</code>
<code>pop(i)</code>	Remove and return element at <code>i</code>
<code>sort()</code>	Sort list in ascending order
<code>reverse()</code>	Reverse the list in-place

Quick Demo

```
L = [3, 1, 4, 1, 5]
L.append(9)      # [3, 1, 4, 1, 5, 9]
L.insert(2, 0)   # [3, 1, 0, 4, 1, 5, 9]
L.remove(1)      # [3, 0, 4, 1, 5, 9]
L.sort()         # [0, 1, 3, 4, 5, 9]
L.reverse()      # [9, 5, 4, 3, 1, 0]
print(L)
```

Q.4(b) — Fibonacci Series using UDF

[4 marks]

Program

```
def fibonacci(n):  
    a, b = 0, 1  
    print("Fibonacci series:")  
    while a <= n:  
        print(a, end=" ")  
        a, b = b, a + b  
    print()  
  
N = int(input("Enter N: "))  
fibonacci(N)
```

Series Logic

$$F_0 = 0$$

$$F_1 = 1$$

$$F_n = F_{n-1} + F_{n-2}$$

Each term is the sum of the previous two.

Sample Output

Enter N: 20

Fibonacci series:

0 1 1 2 3 5 8 13

Set Methods

Method	Description
<code>add(x)</code>	Add element x
<code>remove(x)</code>	Remove x (error if absent)
<code>discard(x)</code>	Remove x (no error)
<code>pop()</code>	Remove a random element
<code>clear()</code>	Remove all elements
<code>copy()</code>	Return a copy

Set Operations

Operation	Description
<code>union()</code>	$A \cup B$ — all elements
<code>intersection()</code>	$A \cap B$ — common only
<code>difference()</code>	$A - B$ — in A , not B
<code>issubset()</code>	Is $A \subseteq B$?
<code>issuperset()</code>	Is $A \supseteq B$?
<code>symmetric_difference()</code>	in A or B , not both

Program

```
A = {1, 2, 3, 4, 5}
B = {4, 5, 6, 7, 8}

print("A =", A)
print("B =", B)

A.add(10)
print("After add(10):", A)
A.discard(10)

print("union:           ", A | B)
print("intersection:   ", A & B)
print("difference:      ", A - B)
print("sym_diff:         ", A ^ B)
print("issubset:         ", {1,2}.issubset(A))
print("len(A):           ", len(A))
```

Output

```
A = {1, 2, 3, 4, 5}
B = {4, 5, 6, 7, 8}
After add(10): {1,2,3,4,5,10}
union: {1,2,3,4,5,6,7,8}
intersection: {4, 5}
difference: {1, 2, 3}
sym_diff: {1,2,3,6,7,8}
issubset: True
len(A): 5
```

Program

```
s = input("Enter a string: ")
count = 0
vowels = "aeiouAEIOU"

for ch in s:
    if ch in vowels:
        count += 1

print("Number of vowels:", count)
```

Logic

- 1 Read the string
- 2 Loop through each character
- 3 If character is a vowel, increment counter
- 4 Print the final count

Sample Output

```
Enter: Hello World
Number of vowels: 3
```

Iterative UDF

```
def factorial(n):  
    result = 1  
    for i in range(1, n + 1):  
        result *= i  
    return result  
  
num = int(input("Enter number: "))  
print("Factorial of", num, "=",  
      factorial(num))
```

Formula

$$n! = n \times (n - 1) \times \cdots \times 2 \times 1$$

0! = 1 (by definition)

Trace for n=5

i	result
1	1
2	2
3	6
4	24
5	120

Q.4 OR (c) — Tuple Operations & Functions: Reference [7 marks – 1/2]

Tuple Operations

Operation	Description
<code>t[i]</code>	Indexing (access element)
<code>t[a:b]</code>	Slicing (sub-tuple)
<code>t1 + t2</code>	Concatenation
<code>t * n</code>	Repetition
<code>x in t</code>	Membership test
<code>len(t)</code>	Length
<code>max(t)</code>	Maximum value
<code>min(t)</code>	Minimum value

Tuple Methods

Method	Description
<code>count(x)</code>	Count occurrences of x
<code>index(x)</code>	First index of x

Tuples are Immutable

No append, remove, or sort in-place.
Use `sorted(t)` for a sorted list.

Program

```
t1 = (10, 20, 30, 40, 50)
t2 = (60, 70)
print(t1[0])           # 10
print(t1[1:4])         # (20, 30, 40)
print(t1[-1])          # 50
print(t1 + t2)          # (10, 20, 30, 40, 50,
                        # 60, 70)
print(t2 * 2)           # (60, 70, 60, 70)
print(30 in t1)         # True
print(len(t1))          # 5
print(max(t1))          # 50
print(min(t1))          # 10
t3 = (1, 2, 2, 3, 2)
print(t3.count(2))      # 3
print(t3.index(3))      # 3
```

Output

```
10
(20, 30, 40)
50
(10, 20, 30, 40, 50, 60, 70)
(60, 70, 60, 70)
True
5
50
10
3
3
```

Q.5(a) — Multiplication of All List Elements

[3 marks]

Program

```
nums = [2, 3, 4, 5, 6]
product = 1

for n in nums:
    product = product * n

print("Product of all elements:", product)
```

Logic

- 1 Initialise product = 1
- 2 Loop through each element
- 3 Multiply element into product
- 4 Print result

Trace

n	product
2	2
3	6
4	24
5	120
6	720

What is the random module?

Python's built-in `random` module provides functions for generating **pseudo-random numbers** and making random selections. Import it with `import random`.

Function	Description
<code>random()</code>	Returns float in <code>[0.0, 1.0)</code>
<code>randint(a, b)</code>	Random integer from <code>a</code> to <code>b</code> (inclusive)
<code>randrange(a, b)</code>	Random integer from <code>a</code> to <code>b-1</code>
<code>choice(seq)</code>	Random element from a sequence
<code>choices(seq, k=n)</code>	<code>n</code> random elements (with replacement)
<code>shuffle(lst)</code>	Shuffle a list in-place
<code>sample(seq, k)</code>	<code>k</code> unique random elements
<code>uniform(a, b)</code>	Random float between <code>a</code> and <code>b</code>

Demonstration Program

```
import random

# Random float [0, 1)
print(random.random())

# Random integer 1 to 10
print(random.randint(1, 10))

# Random choice from list
colors = ["red", "blue", "green"]
print(random.choice(colors))

# Shuffle a list
cards = [1, 2, 3, 4, 5]
random.shuffle(cards)
print("Shuffled:", cards)

# 3 unique samples
print(random.sample(cards, 3))
```

Sample Output

```
0.7324561...
7
blue
Shuffled:  [3, 1, 5, 2, 4]
[3, 5, 2]
```

Note

Results vary each run since they are random. Use `random.seed(n)` to get reproducible results.

Core Functions

Function	Description
keys()	Returns all keys
values()	Returns all values
items()	Returns (key, value) pairs
get(k)	Value for key k (no Key-Error)
update(d2)	Merge dict d2 into dict
pop(k)	Remove and return value for k
clear()	Remove all items
copy()	Shallow copy
len(d)	Number of key-value pairs
in	Check if key exists

get() vs direct access

d["x"] raises `KeyError` if "x" missing.
d.get("x") returns `None` safely.
d.get("x", "N/A") returns default.

Creating a Dictionary

```
student = {  
    "name": "Alice",  
    "age": 20,  
    "grade": "A"  
}
```

Program

```
d = {"name": "Alice", "age": 20, "city": "Surat"}
print(list(d.keys()))      # ['name', 'age', 'city']
print(list(d.values()))    # ['Alice', 20, 'Surat']
print(list(d.items()))
print(d.get("age"))        # 20
print(d.get("marks", "N/A")) # N/A
d.update({"grade": "A"})
print(d)
d.pop("city")
print(d)
print(len(d))              # 3
print("name" in d)         # True
d2 = d.copy()
print(d2)
```

Output

```
keys: ['name', 'age', 'city']
values: ['Alice', 20, 'Surat']
items: [('name', 'Alice'), ('age', 20), ('city', 'Surat')]
get: 20
get: N/A
update: {'name': 'Alice', 'age': 20, 'city': 'Surat', 'grade': 'A'}
pop: {'name': 'Alice', 'age': 20, 'grade': 'A'}
len: 3
in: True
copy: {'name': 'Alice', 'age': 20, 'grade': 'A'}
```

Program

```
n = int(input("Number of students: "))
students = {}

for i in range(n):
    roll = int(input("Roll No: "))
    name = input("Name: ")
    marks = int(input("Marks: "))
    students[roll] = {"name": name, "marks": marks}

print("\nStudents with marks above 70:")
for roll, info in students.items():
    if info["marks"] > 70:
        print(info["name"], "-", info["marks"])
```

Sample Output

```
Number of students: 3
Roll: 1   Name: Alice   Marks: 85
Roll: 2   Name: Bob     Marks: 60
Roll: 3   Name: Carol   Marks: 92

Students above 70:
Alice - 85
Carol - 92
```

Key Functions

Function	Returns
mean(data)	Arith. mean
median(data)	Middle value
mode(data)	Most frequent
stdev(data)	Std. deviation
variance(data)	Variance
harmonic_mean(data)	Harmonic mean

Program

```
import statistics as st
data = [4, 8, 6, 5, 3, 8, 7, 2]
print("Mean      :", st.mean(data))
print("Median    :", st.median(data))
print("Mode      :", st.mode(data))
print("Stdev     :", round(st.stdev(data), 2))
print("Variance:", round(st.variance(data), 2))
```

Output

```
Mean : 5.375
Median : 5.5
Mode : 8
Stdev : 2.13
Variance: 4.55
```

Q.5 OR (c) — List Indexing

[7 marks – 1/2]

Concept

Each element in a list has an **index**. Python supports both **positive** (left-to-right) and **negative** (right-to-left) indexing.

	10	20	30	40	50
+	0	1	2	3	4
-	-5	-4	-3	-2	-1

Indexing Examples

```
L = [10, 20, 30, 40, 50]
#      0      1      2      3      4      positive
#     -5     -4     -3     -2     -1     negative
```

```
print(L[0])      # 10
print(L[3])      # 40
print(L[-1])     # 50
print(L[-3])     # 30
```

Index Error

Accessing an index outside range raises `IndexError`.

Q.5 OR (c) — List Slicing

[7 marks – 2/2]

Slicing Syntax

`L[start : stop : step]`

start Index to begin (inclusive)

stop Index to end (exclusive)

step Increment (default 1)

Visual: `L[1:4]`

10	20	30	40	50
0	1	2	3	4

Highlighted =
selected

Slicing Examples

```
L = [10, 20, 30, 40, 50]
```

```
print(L[1:4])        # [20, 30, 40]
print(L[:3])        # [10, 20, 30]
print(L[2:])        # [30, 40, 50]
print(L[::2])        # [10, 30, 50]
print(L[::-1])       # [50, 40, 30, 20, 10]
print(L[1:4:2])      # [20, 40]
```

Key Rule

stop index is **excluded**. `L[1:4]` gives elements at indices 1, 2, 3 — not 4.

`L[::-1]` reverses the list

Step = `-1` walks from end to start.

Summary — Winter 2025 Solutions

Q	Topic	Marks
Q1(a)	Algorithm definition + area of circle	3
Q1(b)	Flowchart symbols + simple interest FC	4
Q1(c)	Data types list + explain two	7
Q1(c) OR	Arithmetic + Relational operators	7
Q2(a)	Features of Python	3
Q2(b)	if...else with examples	4
Q2(c)	Patterns: @ triangle + squares	7
Q2 OR	Applications / Nested if / for loop	3+4+7
Q3(a)	6 built-in string functions	3
Q3(b)	for vs while + print 1-25	4
Q3(c)	Local and global variables	7
Q3 OR	String op / Prime / Math functions	3+4+7
Q4(a)	6 built-in list functions	3
Q4(b)	Fibonacci UDF	4
Q4(c)	Set operations + program	7
Q4 OR	Vowels / Factorial / Tuple ops	3+4+7
Q5(a)	Product of list elements	3
Q5(b)	Random module + examples	4
Q5(c)	Dictionary functions + demo	7
Q5 OR	Student dict / Statistics / List index & slice	3+4+7