Introduction to Computer Science Application

Exercises

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1 Variables, Expressions and Statements

Exercise 1.
Write three programs that print the values `12`, `"Bioinformatics in Bologna"` and `3.67`, respectively.

Exercise 2.
Given the following sequence of characters, decide which of them are valid variable names.

```
tortellini
$tortellini
tortellini_in_brodo
123tortellini
t123ortellini
```

Exercise 3.
Draw state diagrams along the execution of the following program:

```
a=34
b="Tortellini"
print b
a=14
print a
c=7.5
```

Exercise 4.
How is the state diagram after the execution of the following program:

```
a=34+1
b="Tortellini"
print b+" in brodo"
a=a-16
print a
```

What is the output?

Exercise 5.
What is the output of the following program? Use state diagrams if useful.

```
a=3
b=a+a**2-1
c=b/5
a=c*3-1
print a
print b
print c
```

Exercise 6.
What is the output of the following program?

```
a=3
a=a*a-3*(a+(a-2)*2)
print a
```

Exercise 7.
Write a program that prints the natural numbers between 1 and 5, both included, one per line. Modify it in order to print the numbers consecutively in the same line.

Exercise 8.
A task can be completed in 12176 seconds. Express this quantity in hours, minutes and seconds. To do that, exploits Python capabilities and do not do any calculation by hand.

2 Functions

Exercise 1.
What is the output of the following program?

```
a=4.912
b=78
c="657.16"
print float(c), int(a), float(b), int(float(c)), str(a)
```

Exercise 2.
How is the state diagram after the execution of the following program:

```
a=13
b=a/2
c=a/2.0
```

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```
d=b*1.5
e=d+1
```

Exercise 3.
Compute the length of the diagonal of a rectangle whose vertices has length 7 and 9 centimeters, respectively. To do that, exploits Python capabilities and do not do any calculation by hand.

Exercise 4.
Verify the following equation for 10 different values of x of your choice:

$$\sin^2 x + \cos^2 x = 1$$

To do that, exploits Python capabilities and do not do any calculation by hand.

Exercise 5.
Write a function that prints the natural numbers included between 1 and 5. Moreover, call it twice.

Exercise 6.
What is the output produced by the following program?

```
def a():
  print 1
  b()
  c()
  b()
  print 1
def b():
  print 2
  c()
def c():
  print 3
a()
c()
```

Exercise 7.
What is the output produced by the following program? Use stack diagrams if appropriate.

```
def b():
  a=1
  c()
  a=2*a-3
def c():
  a=3
a=1
b()
print a
```

Exercise 8.
The following program is uncorrect. Why?

```
a=1
def b():
  a=a+1
b()
```

Exercise 9.
Write a function that, given a string as a parameter, prints it in the middle ot two lines fed with the character `-`.

3 Conditionals and Recursion

Exercise 1.
What is the output of the following program?

```
a=10
b=5
c=a%b
d=a/b
print not((d and 1) or (c and 0))
```

Exercise 2.
Write a function `isDivisible(x,y)` which receives in input two parameters `x` and `y` and prints the message `"OK"` if `x` is a multiple of `y`, prints `"NO"` otherwise.

Exercise 3.
Write a function `sqrt(n)` which prints the square root of the parameter `n` if `n>0`. If `n<0`, the function should terminate its execution.

Exercise 4.
Given the `countdown(n)` function, defined as follows:

```
def countdown(n):
    if (n==0):
        print "1"
    elif (n==1):
        return
    else:
        print 2*n
        countdown(n-1)
```

Write the state diagram for `countdown`, called with `n=5`. What is the output of the program?

Exercise 5.
Given the `fact(n)` function, defined as follow:

```
def fact(n):
    if (n==0):
        return 1
    else:
        return n*fact(n-1)
```

write a program which estimates the value of the mathematical costant `e`, by using the following function:

$$e = 1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + ... \quad (1)$$

Your program can stop after summing 5 terms.

Exercise 6.
Modify the program in Exercise 3, so that the parameter `n` is read in input from the keyboard.

Exercise 7.
Given the function `fun(x,y)`, defined as follows:

```
def fun(x,y):
    if 0<x<20:
        if x<y<(x**2):
            print "1"
        else:
            print "0"
    else:
        print "2"
```

Write the output of `fun(x,y)` in the following cases:
(i) `x=10, y=50`
(ii) `x=10, y=101`
(iii) `x=30, y=101`

Exercise 8.
Write a program which reads a string `msg` and a value `n` from keyboard and prints the message `msg` on the display a number of times equal to `n`. Write the program by defining a recursive function `rec(msg,n)`.

4 Fruitful Functions

Exercise 1.
Write the function `farenheit(c)` which returns the Farenheit equivalent to a Celsius temperature `c`:

$$F = \frac{9}{5}c + 32 \quad (2)$$

Exercise 2.
Write a Python function computing the mathematical function defined as follows:

$$\begin{aligned} f(0) &= 3 \\ f(1) &= 5 \\ f(2) &= 7 \\ \forall n \geq 4. f(n) &= f(n-1) \cdot f(n-2) + f(n-3) \end{aligned}$$

Exercise 3.
Using the function `distance(x)` defined at page 49 of the textbook, write the function `equilateral(x1,y1,x2,y2,x3,y3)` which receives as input the coordinates of three points $A = (x_1, y_1)$, $B = (x_2, y_2)$ and $C = (x_3, y_3)$, and returns `True` if ABC is an equilateral triangle, `False` otherwise.

Exercise 4.
Given the following code:

```
def strange(a):
    if isinstance(a,int):
        if a>5:
            return a+ strange(a-1)
        else:
            return strange("NoSense")
    else:
        return 2
```

What is the output of `strange(5)`? What is the output of `strange(7)`? Use state diagrams if useful.

Exercise 5.
Using the `factorial` function (defined at page 54 of the textbook), write the function `euler(n)`, which computes the n-th approximation of the Euler's number:

$$e = 1 + \frac{1}{1!} + \frac{1}{2!} + ... + \frac{1}{n!} \quad (3)$$

Exercise 6.
The function `power(x,n)` defined as follows:

```
def power(x,n):
    if n==0:
        return 1
    elif n==1:
        return x
    else:
        return x*power(x,n+1)
```

should return the value x^n `(n>0)`, but it contains an error. Find the error and fix it.

5 Iteration

Exercise 1.
What is the output of the following program? Use state diagrams if useful.

```
def fun():
    a=30
    return 5
a=20
b=a
b=fun()
print a
print b
```

Exercise 2.
Write a function `gcd(a,b)` which returns the greatest common divisor of two non-zero integers `a` and `b`.

Exercise 3.
What is the output of the following program? Use state diagrams if useful.

```
count=0
i=5
while i>0:
    j=0
    while j<i:
        count=count+(i-j)
        j=j+1
    i=i-1
print count
```

Exercise 4.
An integer number is said to be a perfect number if the sum of its factors (but not the number itself) is equal to the number. For example, 6 is a perfect number, because 6=1+2+3. Write a function `perfect(n)`, which returns `True` whether parameter `n` is a perfect number.

Exercise 5.
Encapsulate the function `perfect(n)` in a function `tablePerfect(m)`, which prints out all the perfect numbers between 1 and `m`.

Exercise 6.
Write a function `prime(n)` which returns `True` iff parameter `n` is a prime number.

Exercise 7.
Encapsulate the function `prime(n)` in a function `tablePrime(m)`, which prints out all the prime numbers between 1 and `m`.

Exercise 8.
Write a program which iteratively reads a value `n` from keyboard and computes $\sum_{i=0}^{n} i$. The program ends when the user types a negative value.

6 Strings

Exercise 1.
Given a string `str`:

```
str="apple"
```

Decide which of the following stamements produce runtime or syntax errors.

- `str2=str[0]`
- `str2=str[-1]`
- `str2=str[len(str)]`
- `str2=str[:]`
- `str[0]="b"`

Exercise 2.
Write a function `replace(str,c,c2)` which receives in input a string `str`, and two characters `c` and `c2` and prints out a string `str2`, where all the occurrence of character `c` are replaced with character `c2`.

Exercise 3.
Write a function `reverse(str)` which prints string `str` in reverse order. Write the function by using a `while` loop. Solve also the exercise by using recursion.

Exercise 4.
Write a program which prints all the possible strings with length 3 which can be created using lowercase letters.

Exercise 5.
In most computer applications, users are requested to provide robust passwords to perform some specific tasks. A password is said valid if: (i) it is longer than 6 characters and (ii) it contains at least 2 lowercase letters, 3 uppercase letters and 1 digit. Write a function `validPassword(str)` which returns `True` iff `str` is a valid password.

Exercise 6.
A palindrome is a number or text phrase which can be read in the same way backwards or forwards. For example, the following five-digit integers are palindrome: 12321, 55555, 55755. Write a program that reads a number or text

phrase and determine whether it is palindrome.

7 Lists

Exercise 1.
Given a list `str`:

```
a=[[1,2],3,4,5,6]
```

Decide which of the following stamements are valid list operations.

- `a[0][0]=5`
- `print a[0][-3]`
- `print a[0][-1]`
- `a[5]='b'`
- `a[4:4]=[2]`

Exercise 2.
In mathematics, the scalar product of two vectors $a = [a_1, a_2, ..., a_n]$ and $b = [b_1, b_2, ..., b_n]$ is defined as:

$$a \cdot b = \sum_{i=1}^{n} a_i \cdot b_i = a_1 \cdot b_i + ... + a_n \cdot b_n$$

Write a function `scalar(a,b)` which returns the scalar product of two vectors `a` and `b` in input. Assume each vector is represented as a list of floating point. The function should print an error message if vectors `a` and `b` have different dimensions (the scalar product is not defined in such a case).

Exercise 3.
What is the output of the following program?

```
a=['a','b',['b','c'],1,2,3]
del a[0]
a[1][0]='a'
c=a[2:4]
d=a[1]
e=c+d
print e
```

Exercise 4.
In mathematics, the multiplication of two matrix $A \in \mathbb{R}^{m \times n}$ and $B \in \mathbb{R}^{n \times p}$ is defined as a matrix $C \in \mathbb{R}^{m \times p}$ where the elements of C are given by:

$$C[i,j] = \sum_{r=1}^{n} A[i,r] \cdot B[r,j]$$

The multiplication is defined between two matrices only if the number of columns of the first matrix (i.e. n) is the same of the number of rows of the second matrix. Using the function `scalar(a,b)`, write a function `multiplication(a,b,c)` which computes the multiplication between matrices `a` and `b` and stores the result in `c`. Assume all the matrices `a,b,c` have dimension $n \times n$. Each matrices is implemented as a list of nested elements, e.g.:

```
[[1,2,3],[3,4,5],[4,6,8]]
```

Exercise 5.
What is the output of the following program?

```
def fun(a):
    return a[2:]
a=[1,2,3,4,5]
b=a
b[3]=6
c=fun(a)
c[2]=3
print c
```

Exercise 6.
Write a program which reads 5 integer numbers from keyboard. As each number is read, it is inserted in a list if and only if it is not a duplicate of a number already read. If the number is a duplicate, the program continue reading from input till a not-duplicated value is digited. When 5 non-duplicated numbers are read, the program computes the average value.

Exercise 7.
Write a function `deleteAll(l,x)` which removes all the occurrence of value `x` from list `l`.

Exercise 8.
Write a program which reads from keyword a string giving the score of a soccer game. The program should be able to recognize all the strings structured in this way:

```
Team1 Team2 Score-Score
```

where:

- `Team1` $\in$ {`Juventus`, `Milan`, `Inter`, `Roma`, `Lazio`}
- `Team2` $\in$ {`Juventus`, `Milan`, `Inter`, `Roma`, `Lazio`}
- `Team1` $\neq$ `Team2`
- `Score` is a digit.

The program should print "OK" if the string in input is well-structured according to the grammar rules defined above. Otherwise, it should print an error message. Some examples of well-structured strings are:

```
Juventus Milan 4-2
Juventus Roma 2-0
```

8 Tuples

Exercise 1.
Given a tuple `t`:

```
t=('a','b','c','d','e')
```

Decide which of the following stamements are valid tuple operations.

- `t[0]='a'`
- `print t[0]`
- `print t[1:4]`
- `t='a'+t[:]`
- `t=('a',)+t[:]`

Exercise 2.
Write a program which plays the Lottery game between n players as follows: The human player chooses six different numbers in the range 1-100. In the same way, the other $n-1$ players (governed by the program) choose six different numbers in the range 1-100. The program selects 6 different integers at random in the range 1-100. At the end of the game, the program shows the score of each player. Players getting the highest score win the game. The number of players is get in input at the beginning of the game.

Exercise 3.
Write a program which plays the game of "guess the number" as follows: The program chooses the number to be guessed by selecting an integer at random in the range 1 to 1000. The player then types a first guess. The program responds with one of the following answers:
(i) `You guessed the number!`
(ii) `Too low. Try again!`
(iii) `Too high. Try again!`
If the guess of the player is incorrect, the program should loop until the player finally gets the right number. The program should keep telling the player `Too low` or `Too high` to help the player on the correct answer.

Exercise 4.
Write a program which plays a simplified version of the "game of life". The space of the game of Life is a matrix of 40x40 square cells, each of which can be in one of two possible states: live or dead. Each cell interacts with its 8 neighbours, which are the cells that are directly horizontally, vertically or diagonal adjacent. At each step in time, the following transitions occur:

- Any alive cell with fewer than 2 alive neighbours dies, as a consequence of underpopulation;
- Any alive cell with more than 3 alive neighbours dies, as a consequence of overpopulation;
- Any alive cell with 2 or 3 alive neighbours lives, unchanged, to the next generation;
- Any dead tile with exaclty 3 alive neighbours will be populated with a living cell.

At the beginning of the game, a certain number of cells (say K) it is spread out randomly in the matrix. At each step, the transitions (1-4) are applied to all the cells of the system. Then, the system waits to receive an input from user. The rules continues to be applied repeatedly till the user types the character `'Q'`.

9 Dictionaries

Exercise 1.
What is the output of the following program? Use state diagrams if useful.

```
str='hello'
dict={'h':1,'e':2,'l':3}
val=0
for c in str:
    val=val+dict.get(c,-1)
print val
```

Exercise 2.
In the following exercises, we will develop a simple program for the management of orders in a book store. In the management system, each book is characterized by:

- name: the book title
- quantity: the number of stored copies for that book.

Write a function `insertBook()` which:
(i) checks if the book was already present in the book store;
(ii) if it was not, it inserts the book into the system (setting its quantity equal to 1);
(iii) if it was, it increases by one the number of copies.
Use dictionaries to solve the exercise.

Exercise 3.
Write a function `sellBook(titleBook)` which:
(i) checks if the book with title `titleBook` is present in the book store;

(ii) if it is, it decreases by one the number of copies.
(iii) if the number of copies is equal to 0, it removes the book from the system.

Exercise 4.
Write a function `showStore` which prints out the list of books contained in the system. Generate an histogram like this:

```
Ask to the Dust  **** 4
The lord of the ring ** 2
Heart of darkness ********** 10
```

Exercise 5.
What is the output of the following program? Use state diagrams if useful.

```
def fun(d,x):
    if d.has_key(x):
        d[x]=3
dic={'a':1,'b':2,'c':4}
dic2=dic.copy()
dic3=dic
del dic['a']
fun(dic2,'a')
fun(dic3,'a')
dic2['b']=dic2['a']+dic3.get('a',-2)
print dic2['b']
```

Exercise 6.
Write a function `numberOfDays(monthName)` which returns the number of days in a given month `monthName`. For example, `numberOfDays("June")` should produce in output: 30, while `numberOfDays("NotExistingMonth")` should produce in output: `-1`. Use dictionaries to solve the exercise (assume there are always 28 days in February). **Exercise 7.**
By using the function `numberOfDays(monthName)` defined above, write a function `calendar(monthName,firstDay)` which takes as arguments the name of a month, and the name of the first day of the month (for example: `calendar("June","Sunday")`, and returns in output the calendar of the month. The calendar is a dictionary whose entry is given by:

```
(#Month, #Number of the day),
                    #Day of the week
```

For example, `calendar("June","Sunday")` will return:

```
{('June',1): 'Sunday',...,(June,30):
                              'Sunday'}
```

Exercise 8.
By using the function `calendar(monthName,firstDay)` defined above, write a function `calendar2(firstDay)` which takes the name of the first day of the year as argument, and returns in output the calendar of that year.
To solve the exercise, you can combine two dictionaries by using the `update()` of the primary dictionary. For example:

```
>>> d = {'oranges': 3}
>>> ud = {'pears': 4}
>>> d.update(ud)
>>> d
{'pears': 4, 'oranges': 3}
```

10 Files and Exceptions

Exercise 1.
Write a program which keeps reading strings from keyboard till the user types the string "Exit". All the characters read from input should be written in a text file `input.txt`.

Exercise 2.
Write a program which reads the content of `input.txt`, adds a line-counter at the beginning of each line, and writes each line on a new text file `input2.txt`. File `input.txt` should look like this:

```
1: Text1 2: Text2 ...
```

Exercise 3.
By considering the example of the book-store management application (Section 9, Exercises: 2-4) write a function `writeBackup()` which writes the content of the dictionary `store` on a data file `store.dat`.
In the same way, write a function `readBackup()` which reads the data file `store.dat`, loads the content in the dictionary `store` and returns it. Use `pickle` module to preserve data structures.

Exercise 4.
Write a program which reads a text file containing a series of float value, like this:

```
12.04 23.456 15.678 ...
```

, computes the average value and appends it to the end of the file. The program should raise an exception `EmptyFile` if the text file is empty.

Exercise 5.
Write a program which reads from text file `gps.dat` the GPS positions of a set of cars and

pedestrians. Each line of the file is structured in this way:

`OBJECT_ID VALUE_X VALUE_Y`

where:

- `OBJECT_ID` can be equal to `CAR` or `PEDESTRIAN`;
- `VALUE_X` is a natural number in range 0..30;
- `VALUE_Y` is a natural number in range 0..30

An example of text file is:

`CAR 12 4 PEDESTRIAN 23 12 CAR 10 10`

The program should raise an exception `WrongFormat` if the file is not formatted in the right way. Then, the program should display the position of each object on a map 30x30. The character "*" is used to represent the position of a PEDESTRIAN on the map. The character "+" is used to represent the position of a CAR on the map.
Hints: Use `split` method to split a line into tokens. Use dictionaries to keep track of the object positions on the map.

11 Classes and Objects

Exercise 1.
In the following exercises, we will develop a simple program for the simulation of cars' mobility in a urban environment. The entities simulated by our program are cars and intersections, governed by traffic lights. Let's assume each traffic light is modelled by a class `TLight` with the following attributes:

- `Position`: the x coordinate (assume the space is 1-D)
- `State`: red (0) or green(1)

Write a function `newTLight(x,state)` which instantiates and returns a `TLight` object, initialized with the `x` and `state` values.
Exercise 2.
Write a function `switchState(tl)` which takes a `TLight` object as an argument, and switch its internal state from "red" state to "green" state or viceversa.
Exercise 3.
Let's assume each car is modelled by a class `Car` with the following attributes:

- `ID`: the identifier of the vehicle
- `Position`: the actual x coordinate (assume the space is 1-D)
- `Speed`: the actual speed of the vehicle
- `Acceleration`: the actual acceleration of the vehicle

Write a function `safeDistance(tl,car)` which takes a `TLight` object and a `Car` object as arguments and returns `True` if the actual distance between the car and the traffic light is greater than a threshold (assume equal to 20m), `False` otherwise.
Exercise 4.
By using the function `safeDistance(tl,car)` defined above, write a function `move(tl,car,tstep)` which takes a `TLight` object and a `Car` object as arguments and updates the car's position after a `tstep` time interval. Let's assume a car is moving with actual speed v and accelaration a, from position x_0. Then, the new position of that car after a `tstep` time interval is given by equations:

$$x(t_{STEP}) = x_0 + v \cdot t_{STEP} + \frac{1}{2} \cdot a \cdot t_{STEP}^2 \quad (4)$$

$$v(t_{STEP}) = a \cdot t_{STEP} + v \quad (5)$$

The values of a and v are defined under these constraints:

- If the distance between the car and the traffic light is lower than a certain threshold, and the traffic light is on "red" state, then the car starts reducing its speed with constant accelation $a = -1m/s$
- Otherwise, if the car's speed is greater than the threshold `maxSPEED` (assume 20m/s) , then the car starts reducing its speed with constant accelation $a = -0.5m/s$
- Otherwise, if the car's speed is lower than the threshold `minSPEED` (assume 10m/s) , then the car starts increasing its speed with constant accelation $a = 0.5m/s$
- Otherwise, if the car's speed is in range [`minSPEED`, `maxSPEED`], then the car keeps moving with a constant speed, i.e. $a = 0m/s$

Exercise 5.

Write a function `createCar(car,newID)` which takes a `Car` object (`car`) as an argument and returns a new `Car` object with identifier `newID` and with the same position, speed and acceleration of object (`car`). Use `copy` method to duplicate objects.

Exercise 6.

What is the output of the following program? Use state diagrams if useful.

```
import copy class Obj:
    pass
def fun(p):
    p2=copy.copy(p)
    if (p2.b==7):
        p2.b=10
    else:
        p2.a=4
    return p2

p=Obj()
p.a=5
p.b=7
p2=p
p2.b=5
p3=fun(p)
print p3.a + p3.b
```