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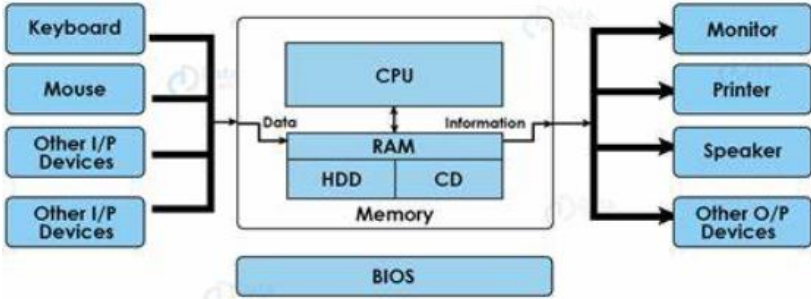
VTU 3rd Semester MBA Degree Examination Dec'24/ Jan '25

Introduction to Python, Data and Control Systems

22MBABA303

Questions	Solution																														
1. a.	<p>Explain about “Creativity” and Innovation” in Python</p> <p>Creativity in Python</p> <p>Creativity refers to the ability to think of new and original ideas. In Python, this can be expressed through:</p> <p>Examples:</p> <ol style="list-style-type: none">Creative Problem Solving:<ul style="list-style-type: none">✓ Writing a concise one-liner instead of a verbose loop.Creative Use of Python Libraries:<ul style="list-style-type: none">✓ Combining libraries like Pandas, Matplotlib, and Scikit-learn in unique ways.Creative Code Design:<ul style="list-style-type: none">✓ Writing elegant, readable, and efficient code.✓ Using design patterns innovatively in Python projects. <p>Innovation in Python</p> <p>Innovation is about turning creative ideas into practical solutions, tools, or products. In Python, this involves building something new or improving existing solutions.</p> <p>Examples:</p> <ol style="list-style-type: none">Developing New Tools or Libraries:<ul style="list-style-type: none">✓ Creating a new Python package that simplifies a complex task.✓ Contributing to open-source projects with new features.Automating Manual Processes:<ul style="list-style-type: none">✓ Writing Python scripts to automate repetitive business or data processing tasks.Innovative Applications:<ul style="list-style-type: none">✓ Using AI/ML with Python to build chatbots, recommendation systems, or fraud detection systems. Developing new web apps with frameworks like Django or FastAPI.																														
b	<p>Explain about the order of operations in Python</p> <p>♦ Python Order of Operations (Highest to Lowest)</p> <table><thead><tr><th>Precedence</th><th>Operator(s)</th><th>Description</th><th>Example</th><th></th></tr></thead><tbody><tr><td>1 (Highest)</td><td>()</td><td>Parentheses</td><td>(3 + 2) * 4 → 20</td><td></td></tr><tr><td>2</td><td>**</td><td>Exponentiation</td><td>2 ** 3 ** 2 → 512 (right to left)</td><td></td></tr><tr><td>3</td><td>+x , -x , ~x</td><td>Unary plus, minus, bitwise NOT</td><td>-5 , +3 , ~4</td><td></td></tr><tr><td>4</td><td>*, /, //, %</td><td>Multiplication, Division, Modulus</td><td>10 / 2 , 7 % 3</td><td></td></tr><tr><td>5</td><td>+, -</td><td>Addition, Subtraction</td><td>5 + 3 - 2</td><td></td></tr></tbody></table>	Precedence	Operator(s)	Description	Example		1 (Highest)	()	Parentheses	(3 + 2) * 4 → 20		2	**	Exponentiation	2 ** 3 ** 2 → 512 (right to left)		3	+x , -x , ~x	Unary plus, minus, bitwise NOT	-5 , +3 , ~4		4	*, /, //, %	Multiplication, Division, Modulus	10 / 2 , 7 % 3		5	+, -	Addition, Subtraction	5 + 3 - 2	
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	<div><h3>1. Numeric Types</h3><p>Used for working with numbers.</p><table><tr><th>Type</th><th>Description</th><th>Example</th></tr><tr><td><code>int</code></td><td>Integer numbers</td><td><code>x = 10</code></td></tr><tr><td><code>float</code></td><td>Decimal numbers</td><td><code>y = 3.14</code></td></tr><tr><td><code>complex</code></td><td>Complex numbers (real + imag)</td><td><code>z = 2 + 3j</code></td></tr></table><h3>2. Sequence Types</h3><p>Ordered collections of items.</p><table><tr><th>Type</th><th>Description</th><th>Example</th></tr><tr><td><code>str</code></td><td>String (text)</td><td><code>name = "Alice"</code></td></tr><tr><td><code>list</code></td><td>Mutable ordered sequence</td><td><code>nums = [1, 2, 3]</code></td></tr><tr><td><code>tuple</code></td><td>Immutable ordered sequence</td><td><code>coords = (1, 2)</code></td></tr><tr><td><code>range</code></td><td>Immutable range of numbers</td><td><code>r = range(1, 5)</code></td></tr></table><h3>3. Set Types</h3><p>Unordered collections of unique elements.</p><table><tr><th>Type</th><th>Description</th><th>Example</th></tr><tr><td><code>set</code></td><td>Mutable set of unique items</td><td><code>s = {1, 2, 3}</code></td></tr><tr><td><code>frozenset</code></td><td>Immutable version of set</td><td><code>fs = frozenset([1, 2])</code></td></tr></table><h3>4. Mapping Type</h3><p>Stores key-value pairs.</p><table><tr><th>Type</th><th>Description</th><th>Example</th></tr><tr><td><code>dict</code></td><td>Key-value pair mapping</td><td><code>user = {"name": "Alice", "age": 25}</code></td></tr></table></div>	Type	Description	Example	<code>int</code>	Integer numbers	<code>x = 10</code>	<code>float</code>	Decimal numbers	<code>y = 3.14</code>	<code>complex</code>	Complex numbers (real + imag)	<code>z = 2 + 3j</code>	Type	Description	Example	<code>str</code>	String (text)	<code>name = "Alice"</code>	<code>list</code>	Mutable ordered sequence	<code>nums = [1, 2, 3]</code>	<code>tuple</code>	Immutable ordered sequence	<code>coords = (1, 2)</code>	<code>range</code>	Immutable range of numbers	<code>r = range(1, 5)</code>	Type	Description	Example	<code>set</code>	Mutable set of unique items	<code>s = {1, 2, 3}</code>	<code>frozenset</code>	Immutable version of set	<code>fs = frozenset([1, 2])</code>	Type	Description	Example	<code>dict</code>	Key-value pair mapping	<code>user = {"name": "Alice", "age": 25}</code>
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2a	<div><h3>State parameters and arguments with a suitable example</h3><p>A parameter is the variable name listed in a function definition. It acts as a placeholder for the values (arguments) the function will receive.</p><p>Argument</p><p>An argument is the actual value that is passed to the function when it is called.</p><h4>Difference Between Parameters and Arguments</h4><table><tr><th>Feature</th><th>Parameter</th><th>Argument</th></tr><tr><td>Definition</td><td>A variable listed in a function definition.</td><td>A value passed to a function when calling it.</td></tr><tr><td>Where It Appears</td><td>Inside the function definition.</td><td>Inside the function call.</td></tr><tr><td>Purpose</td><td>Acts as a placeholder for input values.</td><td>Provides actual values for the function to use.</td></tr><tr><td>Example in Python</td><td><code>def greet(name):</code> (<code>name</code> is a parameter)</td><td><code>greet("Alice")</code> (<code>"Alice"</code> is an argument)</td></tr></table><p>Ex:</p><pre># Function definition def greet(name): # 'name' is a parameter print("Hello,", name) # Function call greet("CMRIT") # "CMRIT" is an argument</pre></div>	Feature	Parameter	Argument	Definition	A variable listed in a function definition.	A value passed to a function when calling it.	Where It Appears	Inside the function definition.	Inside the function call.	Purpose	Acts as a placeholder for input values.	Provides actual values for the function to use.	Example in Python	<code>def greet(name):</code> (<code>name</code> is a parameter)	<code>greet("Alice")</code> (<code>"Alice"</code> is an argument)																											
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b	<div><h3>Explain “Python” debugging</h3><p>Debugging in Python means identifying and fixing errors (bugs) in your code. It's an essential skill for writing clean, working programs.</p></div>																																										

	<p>Types of Bugs</p> <ol style="list-style-type: none"> 1. Syntax Errors – Mistakes in code structure Example: if x == 5 print(x) 2. Runtime Errors – Errors that occur during execution Example: dividing by zero 3. Logical Errors – Code runs but gives wrong output Example: wrong formula or loop condition <p>Best Practices for Debugging</p> <ul style="list-style-type: none"> • Reproduce the bug consistently. • Add print/log statements to isolate where it occurs. • Use a debugger to inspect variables. • Keep your code modular to test parts independently. • Remove or disable debug code when deploying.
c	<p>Explain Computer Hardware architecture</p>  <p>A Computer Hardware Architecture Block Diagram typically consists of the main components of a computer system and how they interact. Here's a simple breakdown of the key components:</p> <p>Main Components of Computer Architecture</p> <ol style="list-style-type: none"> 1. Central Processing Unit (CPU) <ul style="list-style-type: none"> ○ Control Unit (CU): Directs operations within the computer. ○ Arithmetic Logic Unit (ALU): Performs mathematical and logical operations. ○ Registers: Small storage areas inside the CPU for temporary data. 2. Memory (Primary Storage/RAM & ROM) <ul style="list-style-type: none"> ○ RAM (Random Access Memory): Temporary storage for running programs. ○ ROM (Read-Only Memory): Stores firmware and system boot instructions. 3. Input Devices <ul style="list-style-type: none"> ○ Examples: Keyboard, Mouse, Scanner, Microphone. 4. Output Devices <ul style="list-style-type: none"> ○ Examples: Monitor, Printer, Speakers. 5. Storage (Secondary Memory) <ul style="list-style-type: none"> ○ HDD (Hard Disk Drive) / SSD (Solid-State Drive): Permanent data storage. 6. System Bus (Data Pathways) <ul style="list-style-type: none"> ○ Data Bus: Transfers actual data between components. ○ Address Bus: Transfers memory addresses. ○ Control Bus: Sends control signals between CPU and other components.

	<p>7. I/O Interfaces & Peripherals</p> <ul style="list-style-type: none"> Includes USB ports, network cards, and external devices. <p>8. Power Supply Unit (PSU)</p> <ul style="list-style-type: none"> Converts electrical power for the system.
3 a	<p>State syntax of if—else statements</p> <p>Basic Syntax:</p> <p>if condition:</p> <p> # block of code if condition is True</p> <p>else:</p> <p> # block of code if condition is False</p> <p>Ex:</p> <pre>age = 18 if age >= 18: print("You are eligible to vote.") else: print("You are not eligible to vote.")</pre> <p>elif (else if)</p> <p>Used to check multiple conditions.</p> <pre>marks = 85 if marks >= 90: print("Grade: A") elif marks >= 75: print("Grade: B") else: print("Grade: C")</pre> <ul style="list-style-type: none"> Use colons (:) at the end of if, elif, and else. Indentation (usually 4 spaces) is required for the code blocks.
b	<p>Explain various types of string methods and what it does?</p> <p>1. len()</p> <p>Returns the length of the string.</p> <pre>len("hello") # Output: 5</pre> <p>2. lower() and upper()</p> <p>Convert the string to lowercase or uppercase.</p> <pre>"Hello".lower() # Output: 'hello' "hello".upper() # Output: 'HELLO'</pre> <p>3. strip()</p> <p>Removes leading and trailing whitespace (or specified characters).</p> <pre>" hello ".strip() # Output: 'hello'</pre> <p>4. replace(old, new)</p> <p>Replaces all occurrences of a substring with another.</p> <pre>"apple".replace("p", "b") # Output: 'abble'</pre> <p>5. split(separator)</p> <p>Splits a string into a list using the specified separator.</p> <pre>"one,two,three".split(",") # Output: ['one', 'two', 'three']</pre> <p>6. join(iterable)</p>

	<p>Joins elements of a list into a single string. <code>",".join(["a", "b", "c"])</code> # Output: 'a,b,c'</p> <p>7. <code>find(sub)</code> and <code>index(sub)</code> Finds the position of a substring. <code>find()</code> returns -1 if not found; <code>index()</code> raises an error. <code>"hello".find("e")</code> # Output: 1 <code>"hello".index("e")</code> # Output: 1</p> <p>8. <code>startswith()</code> and <code>endswith()</code> Check if a string starts or ends with a specific substring. <code>"hello".startswith("he")</code> # Output: True <code>"hello".endswith("lo")</code> # Output: True</p> <p>9. <code>isalnum()</code>, <code>isalpha()</code>, <code>isdigit()</code> Check character properties. <code>"abc123".isalnum()</code> # True <code>"abc".isalpha()</code> # True <code>"123".isdigit()</code> # True</p> <p>10. <code>capitalize()</code>, <code>title()</code> Format capitalization. <code>"hello world".capitalize()</code> # Output: 'Hello world' <code>"hello world".title()</code> # Output: 'Hello World'</p>
c.	<p>Explain chain conditional statements in Python. Chained conditionals let you check multiple conditions in a structured way using <code>if</code>, <code>elif</code>, and <code>else</code>. Syntax: if condition1: # Code block if condition1 is True elif condition2: # Code block if condition2 is True elif condition3: # Code block if condition3 is True else: # Code block if none of the above conditions are True</p> <p>Example: <code>marks = 78</code> if <code>marks >= 90</code>: <code>print("Grade: A")</code> elif <code>marks >= 75</code>: <code>print("Grade: B")</code> elif <code>marks >= 60</code>: <code>print("Grade: C")</code> else: <code>print("Grade: D")</code></p> <p>Output: Grade: B</p> <p>Note:</p> <ul style="list-style-type: none"> • Python checks the conditions from top to bottom. • As soon as one condition is True, it executes that block and skips the rest. • The else block is optional, but useful for a default case. <p>Nested conditionals You can nest one <code>if...else</code> block inside another:</p>

	<pre>age = 20 citizen = True if age >= 18: if citizen: print("You are eligible to vote.") else: print("You must be a citizen to vote.") else: print("You are not old enough to vote.") Output: You are eligible to vote.</pre>																												
4 a	<p>State the working of a Python ‘break’ statement</p> <p>The break statement is used to exit a loop early — before the loop condition becomes False or the loop finishes all iterations.</p> <p><u>Inside for loops:</u></p> <pre>for item in iterable: if condition: break # Exit the loop</pre> <p><u>while condition:</u></p> <pre>if condition_to_stop: break</pre> <p>Example 1: Using break in a for loop</p> <pre>for num in range(1, 10): if num == 5: break print(num)</pre> <p>Output:</p> <pre>1 2 3 4</pre> <p>→ The loop stops when num == 5.</p>																												
b	<p>Explain comparison operators in Python</p> <p>Comparison operators are used to compare two values. They return a Boolean value:</p> <ul style="list-style-type: none">- True if the comparison is correct- False otherwise <p>List of Comparison Operators</p> <table><thead><tr><th>Operator</th><th>Description</th><th>Example</th><th>Result</th></tr></thead><tbody><tr><td>==</td><td>Equal to</td><td>5 == 5</td><td>True</td></tr><tr><td>!=</td><td>Not equal to</td><td>5 != 3</td><td>True</td></tr><tr><td>></td><td>Greater than</td><td>10 > 7</td><td>True</td></tr><tr><td><</td><td>Less than</td><td>2 < 5</td><td>True</td></tr><tr><td>>=</td><td>Greater than or equal to</td><td>5 >= 5</td><td>True</td></tr><tr><td><=</td><td>Less than or equal to</td><td>4 <= 6</td><td>True</td></tr></tbody></table> <p>Example:</p> <pre>a = 10 b = 20 print(a == b) # False print(a != b) # True print(a < b) # True print(a > b) # False</pre>	Operator	Description	Example	Result	==	Equal to	5 == 5	True	!=	Not equal to	5 != 3	True	>	Greater than	10 > 7	True	<	Less than	2 < 5	True	>=	Greater than or equal to	5 >= 5	True	<=	Less than or equal to	4 <= 6	True
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	<pre>print(a <= b) # True print(a >= b) # False</pre>
c	<p>Explain “String slices” and “Strings are mutable”</p> <p><u>String Slicing</u></p> <p>Slicing allows you to extract a part (substring) of a string using index ranges.</p> <p>Syntax:</p> <pre>string[start : end : step]</pre> <ul style="list-style-type: none"> • start: index to begin (inclusive) • end: index to stop (exclusive) • step: interval (default is 1) <p>Ex:</p> <pre>text = "Python" print(text[0:3]) # 'Pyt' print(text[2:]) # 'thon' print(text[:4]) # 'Pyth' print(text[-1]) # 'n' (last character) print(text[::-1]) # 'nohtyP' (reverse string)</pre> <p><u>Strings Are Immutable</u></p> <p>In Python, strings are immutable, which means you cannot change them after creation.</p> <pre>word = "hello" word[0] = "H" # This will raise an error</pre> <p>Output:</p> <pre>TypeError: 'str' object does not support item assignment</pre> <p>So, a new string can be created using slicing and concatenation:</p> <pre>word = "hello" new_word = "H" + word[1:] print(new_word) # Output: 'Hello'</pre>
5 a	<p>State Python Tuple with an example</p> <p>Python Tuple</p> <p>A tuple is a built-in Python data type used to store multiple items in a single, ordered, and immutable collection.</p> <p>Key Characteristics of Tuples:</p> <ul style="list-style-type: none"> • Ordered (items have a fixed position) • Immutable (cannot be changed after creation) • Allow duplicates • Can contain elements of different data types
b	<p>Explain various List operations in Python</p> <p>A list is a built-in Python data type used to store multiple items in a mutable, ordered collection.</p> <p>Basic List Syntax:</p> <pre>my_list = [10, 20, 30, 40]</pre>

	<div><div>Common List Operations</div><table><tr><th>Operation Type</th><th>Method / Syntax</th><th>Example / Output</th></tr><tr><td>Accessing Items</td><td><code>list[index]</code></td><td><code>my_list[1]</code> → 20</td></tr><tr><td>Negative Indexing</td><td><code>list[-1]</code></td><td>Last item → 40</td></tr><tr><td>Slicing</td><td><code>list[start:end]</code></td><td><code>my_list[1:3]</code> → [20, 30]</td></tr><tr><td>Changing Items</td><td><code>list[index] = value</code></td><td><code>my_list[0] = 5</code> → [5, 20, 30, 40]</td></tr><tr><td>Length</td><td><code>len(list)</code></td><td><code>len(my_list)</code> → 4</td></tr><tr><td>Add Item</td><td><code>append(value)</code></td><td><code>my_list.append(50)</code> → [10, 20, 30, 40, 50]</td></tr><tr><td>Insert at Index</td><td><code>insert(index, value)</code></td><td><code>my_list.insert(1, 15)</code> → [10, 15, 20, ...]</td></tr><tr><td>Remove Item</td><td><code>remove(value)</code></td><td><code>my_list.remove(30)</code></td></tr><tr><td>Remove by Index</td><td><code>pop(index)</code></td><td><code>my_list.pop(2)</code> → removes 3rd item</td></tr><tr><td>Delete Item</td><td><code>del list[index]</code></td><td><code>del my_list[0]</code> → removes 1st item</td></tr><tr><td>Clear All</td><td><code>clear()</code></td><td><code>my_list.clear()</code> → []</td></tr></table></div>	Operation Type	Method / Syntax	Example / Output	Accessing Items	<code>list[index]</code>	<code>my_list[1]</code> → 20	Negative Indexing	<code>list[-1]</code>	Last item → 40	Slicing	<code>list[start:end]</code>	<code>my_list[1:3]</code> → [20, 30]	Changing Items	<code>list[index] = value</code>	<code>my_list[0] = 5</code> → [5, 20, 30, 40]	Length	<code>len(list)</code>	<code>len(my_list)</code> → 4	Add Item	<code>append(value)</code>	<code>my_list.append(50)</code> → [10, 20, 30, 40, 50]	Insert at Index	<code>insert(index, value)</code>	<code>my_list.insert(1, 15)</code> → [10, 15, 20, ...]	Remove Item	<code>remove(value)</code>	<code>my_list.remove(30)</code>	Remove by Index	<code>pop(index)</code>	<code>my_list.pop(2)</code> → removes 3rd item	Delete Item	<code>del list[index]</code>	<code>del my_list[0]</code> → removes 1st item	Clear All	<code>clear()</code>	<code>my_list.clear()</code> → []
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c	<div><div>Explain the various types of errors</div><div><div>1. Syntax Errors – Mistakes in code structure</div><div>Example: <code>if x == 5 print(x)</code></div></div><div><div>2. Runtime Errors – Errors that occur during execution</div><div>Example: dividing by zero</div></div><div><div>3. Logical Errors – Code runs but gives wrong output</div><div>Example: wrong formula or loop condition</div></div><div><p>Python programs can produce different types of errors (also called exceptions). These errors must be handled or fixed for the program to run correctly.</p><div><div>1. Syntax Errors</div><div>Occurs when Python code is not written correctly according to the rules of the language.</div><div>Ex: <code>if x == 5</code> <code>print("Hello")</code> # Missing colon</div><div>Error<div>Message: Syntax Error: expected ':'</div></div><div><div>2. Indentation Errors</div><div>Happens when the code is not properly indented (Python uses indentation to define blocks).</div><div>Example: <code>if True:</code> <code>print("Hi")</code> # Not indented</div><div>Error<div>Message: IndentationError: expected an indented block</div></div><div><div>3. Name Errors</div><div>Occurs when you use a variable or function name that has not been defined.</div><div>Example: <code>print(score)</code> # score not defined</div><div>Error<div>Message: NameError: name 'score' is not defined</div></div></div></div></div></div></div>																																				

	<p>4. Type Errors Raised when an operation is applied to the wrong data type. Example: <code>x = "5" + 2</code> # can't add string and integer Error Message: TypeError: can only concatenate str (not "int") to str</p> <p>5. Value Errors Occurs when the data type is correct, but the value is not suitable. Example: <code>int("abc")</code> # cannot convert to integer Error Message: ValueError: invalid literal for int() with base 10</p> <p>6. Index Errors Happens when you try to access an index that doesn't exist in a list or string. Example: <code>my_list = [1, 2, 3]</code> <code>print(my_list[5])</code> # index out of range Error Message: IndexError: list index out of range</p> <p>7. ZeroDivisionError Occurs when dividing by zero. Example: <code>x = 10 / 0</code> # division by zero Error Message: ZeroDivisionError: division by zero</p> <p>8. Attribute Errors Raised when an object does not have the attribute you're trying to access. Example: <code>x = 5</code> <code>x.append(3)</code> # integers don't have 'append' Error Message: AttributeError: 'int' object has no attribute 'append'</p> <p>9. Import Errors Occurs when Python cannot find the module you're trying to import. Example: <code>import maths</code> # typo: should be 'math' Error Message: ModuleNotFoundError: No module named 'maths'</p>
6 a	<p>State python string with an example A string in Python is a sequence of characters enclosed in quotes. It is one of the most commonly used data types for handling text. String Declaration: # String using single quotes <code>greeting = 'Hello, World!'</code></p> <p># String using double quotes <code>name = "Python Programming"</code></p> <p># Multi-line string using triple quotes <code>info = """This is a</code></p>

	<pre>multi-line string" print(greeting) print(name) print(info)</pre>												
b	<p>Tuples are immutable. Explain.</p> <p>A tuple is a Python data type used to store multiple items in an ordered and unchangeable collection.</p> <p>Example:</p> <pre>my_tuple = (10, 20, 30)</pre> <p>Immutability means you cannot change, add, or remove items after the tuple is created. Tuples are immutable – contents can't be changed. So, No append(), remove(), or item assignment. You can access, iterate, and create new tuples, but not modify existing ones. In contrast, lists are mutable, meaning their elements can be changed.</p> <p>Example: Trying to Modify a Tuple (Will Cause Error)</p> <pre>my_tuple = (1, 2, 3) my_tuple[0] = 100 # Attempt to change value</pre> <p>Output:</p> <pre>TypeError: 'tuple' object does not support item assignment</pre> <p>Hence,</p> <ul style="list-style-type: none">• Access elements using indexing.• Use slicing to read portions of the tuple.• Reassign the whole tuple (create a new one). <pre>my_tuple = (1, 2, 3) new_tuple = my_tuple + (4, 5) # This creates a new tuple print(new_tuple) # (1, 2, 3, 4, 5)</pre> <p>Why Use Immutable Tuples?</p> <table><tr><th>Advantage</th><th>Description</th></tr><tr><td>Safer</td><td>Prevents accidental changes</td></tr><tr><td>Faster</td><td>More efficient in memory and performance</td></tr><tr><td>Suitable for Keys</td><td>Can be used as keys in dictionaries</td></tr></table>	Advantage	Description	Safer	Prevents accidental changes	Faster	More efficient in memory and performance	Suitable for Keys	Can be used as keys in dictionaries				
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c	<p>Explain the Dictionary operation in Python.</p> <p>A dictionary in Python is a collection of key-value pairs. It is unordered, mutable, and indexed by keys (not positions).</p> <p>Creating a Dictionary</p> <pre>student = { "name": "Suma", "age": 21, "course": "Data Science" }</pre> <p>Common Dictionary Operations</p> <table><tr><th>Operation Type</th><th>Syntax / Method</th><th>Example Output</th></tr><tr><td>Access value</td><td>dict[key]</td><td>student["name"] → 'Alice'</td></tr><tr><td>Add item</td><td>dict[key] = value</td><td>student["grade"] = "A"</td></tr><tr><td>Update value</td><td>dict[key] = new value</td><td>student["age"] = 22</td></tr></table>	Operation Type	Syntax / Method	Example Output	Access value	dict[key]	student["name"] → 'Alice'	Add item	dict[key] = value	student["grade"] = "A"	Update value	dict[key] = new value	student["age"] = 22
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	<div> Delete item <code>del dict[key]</code> <code>del student["course"]</code> Get value safely <code>dict.get(key)</code> <code>student.get("name") → 'Alice'</code> Keys list <code>dict.keys()</code> <code>dict_keys(['name', 'age'])</code> Values list <code>dict.values()</code> <code>dict_values(['Alice', 21])</code> Items (pairs) <code>dict.items()</code> <code>dict_items([('name', 'Alice'), ...])</code> Length <code>len(dict)</code> 2 (number of key-value pairs) Clear all items <code>dict.clear()</code> {} Check key <code>'key' in dict</code> <code>'age' in student → True</code> Copy dictionary <code>dict.copy()</code> Makes a shallow copy Remove with return <code>dict.pop(key)</code> <code>student.pop("age") → returns value</code> Set default <code>dict.setdefault(key, default)</code> Adds key if not present Update dictionary <code>dict.update({key: value})</code> Adds or modifies multiple keys </div> <p>Example:</p> <pre> employee = {"id": 101, "name": "John", "salary": 50000} # Access print(employee["name"]) # John # Add employee["department"] = "HR" # Update employee["salary"] = 55000 # Delete del employee["id"] # Loop through items for key, value in employee.items(): print(key, ":", value) </pre> <p>Output:</p> <pre> name : John salary : 55000 department : HR </pre> <p>Why Use Dictionaries?</p> <ul style="list-style-type: none"> • Fast lookup by key • Useful for storing structured data (like JSON) • Great for mapping relationships
7 a	<p>State Python Dictionary with an example</p> <p>A dictionary in Python is a collection of key-value pairs. It is unordered, mutable, and indexed by keys (not positions).</p> <p>Creating a Dictionary</p> <pre>student = {</pre>

	<pre> "name": "Suma", "age": 21, "course": "Data Science" } </pre>
b	<p>Explain Python Exception handling using ‘try’ statement</p> <p>In Python, exception handling is used to catch and handle runtime errors gracefully, without crashing the program.</p> <p>Basic Structure of try-except:</p> <pre> try: # Code that might raise an error except SomeError: # Code to handle the error </pre> <p>Full Syntax Example:</p> <pre> try: num = int(input("Enter a number: ")) result = 10 / num print("Result:", result) except ZeroDivisionError: print("You can't divide by zero!") except ValueError: print("Invalid input! Please enter a number.") </pre> <p>Output (example):</p> <p>Enter a number: 0</p> <p>You can't divide by zero!</p> <p>Optional Blocks:</p> <p>Block Purpose</p> <p>try Code that may cause an exception</p> <p>except Catches and handles the exception</p> <p>else Executes if no exception occurs</p> <p>finally Executes no matter what (used for clean-up)</p> <p>Example with else and finally:</p> <pre> try: n = int(input("Enter a number: ")) print(100 / n) except ZeroDivisionError: print("Cannot divide by zero.") except ValueError: print("Please enter a valid number.") else: print("Division successful.") finally: print("Execution complete.") </pre> <p>Why Use Exception Handling?</p> <ul style="list-style-type: none"> • Prevents program crashes • Provides user-friendly error messages • Useful for file handling, user input, APIs, etc.
c	<p>List different packages you are familiar with. Write a brief note on the determine (of) package in python.</p>

	<p>Common Python Packages (Libraries)</p> <p>Here are several popular Python packages used across various domains:</p> <table><tr><th>Category</th><th>Package Name</th><th>Purpose</th></tr><tr><td>Data Analysis</td><td>pandas</td><td>Data manipulation and analysis</td></tr><tr><td>Numerical Computation</td><td>numpy</td><td>Handling arrays and numerical operations</td></tr><tr><td>Visualization</td><td>matplotlib, seaborn</td><td>Plotting graphs and charts</td></tr><tr><td>Machine Learning</td><td>scikit-learn</td><td>ML algorithms and tools</td></tr><tr><td>Deep Learning</td><td>tensorflow, keras, torch</td><td>Neural networks</td></tr><tr><td>Web Development</td><td>flask, django</td><td>Web app frameworks</td></tr><tr><td>APIs & Web Scraping</td><td>requests, beautifulsoup4</td><td>HTTP and web scraping</td></tr><tr><td>File Handling</td><td>os, shutil, pathlib</td><td>File system operations</td></tr><tr><td>Math & Statistics</td><td>math, statistics, random</td><td>Math functions and stats</td></tr></table>	Category	Package Name	Purpose	Data Analysis	pandas	Data manipulation and analysis	Numerical Computation	numpy	Handling arrays and numerical operations	Visualization	matplotlib, seaborn	Plotting graphs and charts	Machine Learning	scikit-learn	ML algorithms and tools	Deep Learning	tensorflow, keras, torch	Neural networks	Web Development	flask, django	Web app frameworks	APIs & Web Scraping	requests, beautifulsoup4	HTTP and web scraping	File Handling	os, shutil, pathlib	File system operations	Math & Statistics	math, statistics, random	Math functions and stats
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8	<p>Compulsory Case study:</p> <p>a)Develop a python code to solve quadratic equation by importing “sqrt” from “math”. The formula is given below:</p> <p>Sol 1= $-b + \sqrt{\frac{b^2-4ac}{2a}}$; Sol 2= $\sqrt{\frac{b^2-4ac}{2a}}$</p> <p>from math import sqrt</p> <p># Input coefficients</p> <p>a = float(input("Enter coefficient a: "))</p> <p>b = float(input("Enter coefficient b: "))</p> <p>c = float(input("Enter coefficient c: "))</p> <p># Calculate the discriminant</p> <p>d = b**2 - 4*a*c</p> <p># Check if real solutions exist</p> <p>if d >= 0:</p> <p> sol1 = (-b + sqrt(d)) / (2 * a)</p> <p> sol2 = (-b - sqrt(d)) / (2 * a)</p> <p> print("Solution 1:", sol1)</p> <p> print("Solution 2:", sol2)</p> <p>else:</p> <p> print("No real solutions (discriminant is negative)")</p> <p>b) Develop a python code to find the area of a triangle given three sides ‘a’. ‘b’ and ‘c’ as per the following formulae.(Heron’s formula)</p> <p>$S = \frac{a + b + c}{2}$</p> <p>$Area = s(s - a)(s - b)(s - c)$</p> <p>from math import sqrt</p> <p># Input sides of triangle</p> <p>a = float(input("Enter side a: "))</p> <p>b = float(input("Enter side b: "))</p>																														

	<pre>c = float(input("Enter side c: ")) # Calculate semi-perimeter s = (a + b + c) / 2 # Calculate area using Heron's formula area = sqrt(s * (s - a) * (s - b) * (s - c)) print("Area of the triangle:", area)</pre>
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