

- c. Explain the concept of list. Illustrate with an example. 5
- 6 a. With examples, explain usage of following list methods: 10
 i) append() ii) count() iii) insert () iv) pop() v) sort()
- b. Explain the concept of tuple. Write a program to create a tuple and display the items in it. 5
- c. Write a program that reads the numbers in to a dictionary and multiplies all the item in the dictionary by a value 8 to generate a new dictionary. 5

UNIT - IV

- 7 a. Write a class as student and methods to read and display the name and USN of a student. 4
- b. Discuss `_init_ ()` and `_del_ ()` method used in object oriented Python. 8
- c. With an example for each, explain single and multilevel inheritance. 8
- 8 a. Design a class named Quadratic equation for a quadratic equation $ax^2 + bx + x = 0$. The class contains; 10
 i) The private data fields a , b , and c that represent three coefficients
 ii) A constructor for the arguments for a , b and c
 iii) Three get methods for a , b , and c
 iv) A method named `getDiscriminant()` that returns the discriminant which is $b^2 - 4ac$
 v) The methods `getRoot1()` and `getRoot2()` for returning two non negative roots.
- Write a program that prompts the user to enter values for a , b , and c and display the result based on the discriminant. If the discriminant is positive, display the two roots. If it is zero, display one root, else display “The equation has no roots”.
- b. Design a class named location for locating a maximal value and its location in a two dimensional list. The class contains the public data field's row, column and max value. Write a method returns the location of the largest element in a two dimensional list. The return value is an instance of location. Write a test program that prompts the user to enter a two dimensional list and display the location of the largest element in the list. 10

UNIT - V

- 9 a. Design a program that reads a file and capitalized the first letter of every word in the file. 8
- b. Explain the concept of exceptional handling with suitable illustration. 6
- c. Write a program to copy the contents from the 20th character of one file to another file. 6
- 10 a. Design a program that has a try block which can generate multiple exceptions. Write the catch block for each case. 6
- b. Write a program to read numbers from a file and calculate the sum of all those numbers. 6
- c. Given two .txt files that have a list of numbers that are overlapping. File a.txt has a list of prime number under 1000 and file b.txt has a list of number up to 1000. Write a program to find an overlapping of numbers. 8