



Sub-Python Programming

Class-Sy (BSc).IT

(2½ Hours)

[Total Marks: 75]

- N. B.: (1) All questions are compulsory.
(2) Make suitable assumptions wherever necessary and state the assumptions made.
(3) Answers to the same question must be written together.
(4) Numbers to the right indicate marks.
(5) Draw neat labelled diagrams wherever necessary.
(6) Use of Non-programmable calculators is allowed.

1. Attempt any three of the following:

15

1. What is python and steps to install python.
2. Explain different data types and operators in python.
3. Explain what is python and its advantages.
4. Write a program to calculate largest no. among two.
5. Difference between bracket, braces and parentheses.
6. Explain the difference between variable and key words.

2. Attempt any three of the following:

15

1. Explain operations in string with the help of example.
2. What is import? Explain the waves of importing in python.
3. Explain fruitful function and leap of faith.
4. Explain string comparison with the help of example.
5. Explain any 5 built in functions that are used with strings.
6. Write a program to explain string palindrome.

3. Attempt any three of the following:

15

1. Write a program in python with the help of file attributes.
2. Explain Files and opening and closing of files.
3. Explain any five built in functions in dictionary
4. Explain built in list operators.
5. Explain indexing and negative indexing.
6. Difference between list and tuples.

4. Attempt any three of the following:

15

1. What are multi threading? Explain with an example.
2. What are regular expression? Explain any 5 patterns.
3. What is OOPS? Explain the concept of OOPS in short.
4. Explain the concept of polymorphism and static methods.
5. Explain inheritance in python with the help of example.
6. Explain concept of data hiding and data encapsulation.

[P.T.O]



5. Attempt any three of the following:

15

1. What is GUI? Explain its advantages.
2. Explain button, check box, radio button, frame.
3. Explain canvas, menu button, list box and message.
4. Write a program to explain layout management in python.
5. Explain look and feel customization in python.
6. Explain place geometry manager.