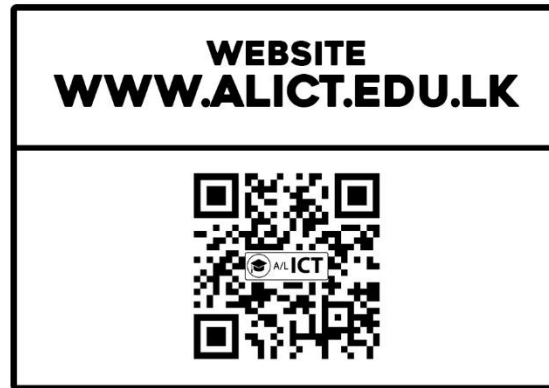


**ADVANCED LEVEL EXAMINATION
INFORMATION AND COMMUNICATION
TECHNOLOGY (ICT)**



UNIT-09

**COMPUTER
PROGRAMMING**

පරිගණක ක්‍රමලේඛකරණය



AMILA JAYASENA
B.SC. IN INFORMATION TECHNOLOGY



071 831 9024

Table of content

1. Structure of a program
2. Comments
3. Constants and Variables
4. Primitive data types
5. Operator categories <ul style="list-style-type: none">i. Arithmeticalii. relationaliii. logicaliv. bitwise
6. Operator precedence
7. Input / output <ul style="list-style-type: none">i. Input from keyboardii. Output to standard devices
8. Control Structures <ul style="list-style-type: none">i. Sequenceii. Selectioniii. Repetition<ul style="list-style-type: none">a. Iterationb. Looping
9. Types of subprograms <ul style="list-style-type: none">i. Built inii. User defined<ul style="list-style-type: none">a. Structureb. Parameter passingc. Return valuesd. Default valuese. Scope of variables
10. Data structures <ul style="list-style-type: none">i. Stringsii. Listsiii. Tuplesiv. Dictionaries
11. Error Handling
12. File handling <ul style="list-style-type: none">i. Basic file operations
13. Database connection <ul style="list-style-type: none">i. Connecting to a databaseii. Retrieve dataiii. Add, modify and delete data
14. Searching techniques and Sorting techniques <ul style="list-style-type: none">i. Sequential searchii. Bubble sort

15. Algorithms

- i. Flow charts
- ii. Pseudo codes
- iii. Hand traces

16. Evolution of programming languages

- i. Programming paradigms o Imperative languages
 - a) Declarative languages
 - b) Object oriented languages

17. Need of program translation

- i. Source program
- ii. Object program
- iii. Program translators
 - a) Interpreters
 - b) Compilers
 - c) Hybrid approach
- iv. Linkers

18. Uses problem-solving process

- i. Understanding the problem
 - ii. Defining the problem and boundaries
 - iii. Planning solution
 - iv. Implementation
- Modularization
 - Top-down design and stepwise refinement
 - Structure charts

19. Basic features of IDE

- i. Instructions to use
 - a) Opening and saving files
 - b) Compiling,
 - c) executing programs
- ii. Debugging facilities

Section 1

1. First Python Program

Python code	Output
<pre>print ("Hello, World!")</pre>	

2. Python Comments

Single Line Comments

<pre>#This is a comment print ("Hello, World!")</pre>	
<pre>print ("Hello, World!") #This is a comment</pre>	
<pre>#print ("Hello, World!")</pre>	

Multi Line Comments

<pre>#This is a comment #written in #More than just one line print ("Hello, World!")</pre>	<pre>""" This is a comment written in more than just one line """ print ("Hello, World!")</pre>
--	---

3. Python Variables

- Variables

Python code	output
<pre>x = 5 y = "John" print(x) print(y)</pre>	

Python code	output
<pre>x = 4 x = "Sally" print(x)</pre>	

- Casting

Python code	output
<pre>x = str(3) y = int(3) z = float(3) print(x) print(y) print(z)</pre>	

- Get the Datatype

Python code	output
<pre>x = 5 y = "John" print(type(x)) print(type(y))</pre>	

- Single or Double Quotes?

Python code	output
<pre>x = "John" y = 'John' print(x) print(y)</pre>	

- Case-Sensitive

Python code	output
<pre>a = 4 A = "Sally" print(a) print(A)</pre>	

Python - Variable Names

- විචල්‍ය නාමයක් අකුරකින් හෝ යටි ඉරි අකුරින් ආරම්භ විය යුතුය
 - විචල්‍ය නාමයක් අංකයකින් ආරම්භ කළ නොහැක
 - විචල්‍ය නාමයක අඩංගු විය හැක්කේ ඇල්ෆා-සංඛ්‍යා අක්ෂර සහ යටි ඉරි (A-z, 0-9, සහ _) පමණි
 - විචල්‍ය නම් අවස්ථා-සංවේදී වේ (වයස, වයස සහ AGE යනු විවිධ විචල්‍ය තුනකි)
- A variable name must start with a letter or the underscore character
 - A variable name cannot start with a number
 - A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
 - Variable names are case-sensitive (age, Age and AGE are three different variables)

Variable names:	Correct or incorrect
myvar = "John"	
my_var = "John"	
_my_var = "John"	
myVar = "John"	
MYVAR = "John"	
myvar2 = "John"	
2myvar = "John"	
my-var = "John"	
my var = "John"	

- Multi Words Variable Names

Camel Case	Pascal Case	Snake Case
myVariableName = "John"	MyVariableName = "John"	my_variable_name = "John"

- Many Values to Multiple Variables

Python code	output
<pre>x, y, z = "Orange", "Banana", "Cherry" print(x) print(y) print(z)</pre>	

- One Value to Multiple Variables

Python code	output
<pre>x = y = z = "Orange" print(x) print(y) print(z)</pre>	

- Python - Output Variables

Python code	output
<pre>x = "awesome" print ("Python is " + x)</pre>	

Python code	output
<pre>x = "Python is " y = "awesome" z = x + y print(z)</pre>	

Python code	output
<pre>x = 5 y = 10 print (x + y)</pre>	

Python code	output
<pre>x = 5 y = "John" print (x + y)</pre>	

- Python - Global and local Variables

Python code	output
<pre>x = "awesome" def myfunc(): print("Python is " + x) myfunc()</pre>	

Python code	output
<pre>x = "awesome" def myfunc(): x = "fantastic" print("Python is " + x) myfunc() print("Python is " + x)</pre>	

4. Python Data Types

Text	str
Numeric	int, float
Sequence	list, tuple, range
Mapping	dict
Set	set
Boolean	bool

- Get the Data Type

Python code	output
<pre>x = 5 print(type(x))</pre>	

- Setting the Data Type

Python code	output
<pre>x = "Hello World" print(type(x))</pre>	
<pre>x = 20 print(type(x))</pre>	
<pre>x = 20.5 print(type(x))</pre>	
<pre>x = ["apple", "banana", "cherry"] print(type(x))</pre>	
<pre>x = ("apple", "banana", "cherry") print(type(x))</pre>	

<code>x = range (6)</code> <code>print(type(x))</code>	
<code>x = {"name": "John", "age": 36}</code> <code>print(type(x))</code>	
<code>x = {"apple", "banana", "cherry"}</code> <code>print(type(x))</code>	
<code>x = True</code> <code>print(type(x))</code>	

- Setting the Specific Data Type

Python code	output
<code>x = str("Hello World")</code> <code>print(type(x))</code>	
<code>x = int (20)</code> <code>print(type(x))</code>	
<code>x = float (20.5)</code> <code>print(type(x))</code>	

- The global Keyword

Python code	output
<code>def myfunc():</code> <code> global x</code> <code> x = "fantastic"</code> <code>myfunc()</code> <code>print("Python is " + x)</code>	
<code>x = "awesome"</code> <code>def myfunc():</code> <code> global x</code> <code> x = "fantastic"</code> <code> myfunc()</code> <code>print("Python is " + x)</code>	

Python Numbers

- Type Conversion

Python code	output
<pre>x = 1 y = 2.8 a = float(x) b = int(y) print(a) print(b) print(type(a)) print(type(b))</pre>	

- Random Number

Python code	output
<pre>import random print(random.randrange(1, 50))</pre>	

Python Casting

Python code	output
<pre>x = int (1) y = int (2.8) z = int ("3") print(x) print(y) print(z)</pre>	
<pre>x = float (1) y = float (2.8) z = float ("3") w = float ("4.2") print(x) print(y) print(z)</pre>	
<pre>x = str("s1") y = str (2) z = str (3.0) print(x) print(y) print(z)</pre>	

Python Strings

Python code	output
<pre>print("Hello") print('Hello')</pre>	

Python code	output
<pre>a = "Hello" print(a)</pre>	

- Multiline Strings

Python code	output
<pre>a = """Python is a high-level, general-purpose programming language.""" print(a)</pre>	
<pre>a = "Python is a high-level, general-purpose programming language. "</pre>	

- Strings are Arrays

Python code	output
<pre>a = "Hello, World!" print(a[1])</pre>	

- Looping Through a String

Python code	output
<pre>for x in "banana": print(x)</pre>	

- String Length

Python code	output
<pre>a = "Hello, World!" print(len(a))</pre>	

- Check String

Python code	output
<pre>txt = "The best things in life are free!" print("free" in txt)</pre>	
<pre>txt = "The best things in life are free!" if "free" in txt: print("Yes, 'free' is present.")</pre>	

- Check if NOT

Python code	output
<pre>txt = "The best things in life are free!" print("expensive" not in txt)</pre>	
<pre>txt = "The best things in life are free!" if "expensive" not in txt: print("Yes, 'expensive' is NOT present.")</pre>	

- Python - Slicing Strings

Python code	output
<pre>b = "Hello, World!" print(b[2:5])</pre>	

- Slice from the Start

Python code	output
<pre>b = "Hello, World!" print(b[:5])</pre>	

- Slice to the End

Python code	output
<pre>b = "Hello, World!" print(b[2:])</pre>	

- Negative Indexing

Python code	output
<pre>b = "Hello, World!" print(b[-5:-2])</pre>	

- Upper Case

Python code	output
<pre>a = "Hello, World!" print(a.upper())</pre>	

- Split

Python code	output
<pre>a = "Hello, World!" print(a.split(","))</pre>	

- String Concatenation

Python code	output
<pre>a = "Hello" b = "World" c = a + b print(c)</pre>	
<pre>a = "Hello" b = "World" c = a + " " + b print(c)</pre>	

- Python - Format - Strings

Python code	output
<pre>age = 36 txt = "My name is John, I am " + age print(txt)</pre>	

Python code	output
<pre>age = 36 txt = "My name is John, and I am {}" print(txt.format(age))</pre>	

Python code
<pre>quantity = 3 itemno = 567 price = 49.95 myorder = "I want {} pieces of item {} for {} dollars." print(myorder.format(quantity, itemno, price))</pre>
output

Python code
<pre>quantity = 3 itemno = 567 price = 49.95 myorder = "I want to pay {2} dollars for {0} pieces of item {1}." print(myorder.format(quantity, itemno, price))</pre>
output

- Python - Escape Characters

Python code
<pre>txt = "We are the so-called "Vikings" from the north." print(txt)</pre>
<pre>txt = "We are the so-called \"Vikings\" from the north." print(txt)</pre>
<pre>txt = "We are the so-called \\Vikings\\ from the north." print(txt)</pre>
<pre>txt = "We are the so-called \nVikings\n from the north." print(txt)</pre>
<pre>txt = "We are the so-called \rVikings\r from the north." print(txt)</pre>
<pre>txt = "We are the so-called \tVikings\t from the north." print(txt)</pre>
<pre>txt = "We are the so-called \bVikings\b from the north." print(txt)</pre>

- Escape Characters

\'	Single Quote
\\	Backslash
\n	New Line
\r	Carriage Return
\t	Tab
\b	Backspace

Python Booleans

Python code	output
<pre>print (10 > 9) print (10 == 9) print (10 < 9) print (True / True) print (False / False) print (True / False) print (False / True)</pre>	

Python code	output
<pre>a = 200 b = 33 if b > a: print("b is greater than a") else: print("b is not greater than a")</pre>	

Python code	output
<pre>print(bool("Hello")) print (bool (15))</pre>	

Python code	output
<pre>x = "Hello" y = 15 print(bool(x)) print(bool(y))</pre>	

Python code	output
<pre>bool("abc") bool (123) bool (["apple", "cherry", "banana"])</pre>	

Python code	output
<pre>bool (False) bool (None) bool (0) bool ("") bool (()) bool ([]) bool ({})</pre>	

- Functions can Return a Boolean

Python code	output
<pre>class myclass(): def __len__(self): return 0 myobj = myclass() print(bool(myobj))</pre>	

Python code	output
<pre>def myFunction() : return True print(myFunction())</pre>	

Python code	output
<pre>def myFunction() : return True if myFunction(): print("YES!") else: print("NO!")</pre>	

Python code	output
<pre>x = 200 print(isinstance(x, int))</pre>	

5. Python Operators

- 1) Arithmetic operators
- 2) Assignment operators
- 3) Comparison operators
- 4) Logical operators
- 5) Identity operators
- 6) Membership operators
- 7) Bitwise operators

1) Python Arithmetic Operators

Operator	Description	Example
+	Addition	2 + 3 (returns 5)
-	Subtraction	5 - 2 (returns 3)
*	Multiplication	2 * 3 (returns 6)
/	Division	10 / 3 (returns 3.3333)
//	Floor Division	10 // 3 (returns 3)
%	Modulo	10 % 3 (returns 1)
**	Exponentiation	2 ** 3 (returns 8)

Python code	output
x = 5 y = 3 print (x + y)	
x = 5 y = 3 print (x - y)	
x = 5 y = 3 print (x * y)	
x = 12 y = 3 print (x / y)	
x = 5 y = 2 print (x % y)	
x = 2 y = 5 print (x ** y)	
x = 15 y = 2 print (x // y)	rounds the result down to the nearest whole number

2) Python Assignment Operators

Operator	Description	Example
=	Assigns the value to a variable	x = 5 (x is assigned the value 5)
+=	Adds the value and assigns it to a variable	x += 3 (x is incremented by 3)
-=	Subtracts the value and assigns it to a variable	x -= 2 (x is decremented by 2)
*=	Multiplies the value and assigns it to a variable	x *= 4 (x is multiplied by 4)
/=	Divides the value and assigns it to a variable	x /= 2 (x is divided by 2)
//=	Performs floor division and assigns it to a variable	x //= 3 (x is floor divided by 3)
%=	Calculates the modulus and assigns it to a variable	x %= 2 (x is assigned the remainder of x divided by 2)
**=	Performs exponentiation and assigns it to a variable	x **= 3 (x is raised to the power of 3)
&=	Performs bitwise AND and assigns it to a variable	x &= 3 (x is bitwise ANDed with 3)
=	Performs bitwise OR and assigns it to a variable	x = 3 (x is bitwise ORed with 3)
^=	Performs bitwise XOR and assigns it to a variable	x ^= 2 (x is bitwise XORed with 2)
>>=	Performs right shift and assigns it to a variable	x >>= 1 (x is right-shifted by 1)
<<=	Performs left shift and assigns it to a variable	x <<= 2 (x is left-shifted by 2)

Python code	output
x = 5 x += 3 print(x)	
x = 5 x -= 3 print(x)	
x = 5 x *= 3 print(x)	
x = 5 x /= 3 print(x)	

<pre>x = 5 x%=3 print(x)</pre>	
<pre>x = 5 x//=3 print(x)</pre>	
<pre>x = 5 x//=3 print(x)</pre>	
<pre>x = 5 x &= 3 print(x)</pre>	
<pre>x = 5 x = 3 print(x)</pre>	
<pre>x = 5 x ^= 3 print(x)</pre>	
<pre>x = 5 x >>= 3 print(x)</pre>	
<pre>x = 5 x <<= 3 print(x)</pre>	

3) Python Comparison Operators

Operator	Description	Example
==	Equal to	x == y (returns True if x is equal to y, otherwise False)
!=	Not equal to	x != y (returns True if x is not equal to y, otherwise False)
>	Greater than	x > y (returns True if x is greater than y, otherwise False)
<	Less than	x < y (returns True if x is less than y, otherwise False)
>=	Greater than or equal to	x >= y (returns True if x is greater than or equal to y, otherwise False)
<=	Less than or equal to	x <= y (returns True if x is less than or equal to y, otherwise False)

Python code	output
x = 5 y = 3 print (x == y)	
x = 5 y = 3 print (x != y)	
x = 5 y = 3 print (x > y)	
x = 5 y = 3 print (x < y)	
x = 5 y = 3 print (x >= y)	
x = 5 y = 3 print (x <= y)	

4) Python Logical Operators

Operator	Description	Example
and	Returns True if both operands are True, otherwise False	x and y
or	Returns True if either operand is True, otherwise False	x or y
not	Returns the opposite boolean value of the operand	not x

Python code	output
x = 5 print (x > 3 and x < 10)	
x = 5 print (x > 3 or x < 4)	
x = 5 print (not(x > 3 and x < 10))	

5) Python Identity Operators

Operator	Description	Example
is	Returns True if the operands are the same object, otherwise False	x is y
is not	Returns True if the operands are not the same object, otherwise False	x is not y

Python code	output
<pre>x = ["apple", "banana"] y = ["apple", "banana"] z = x print(x is z) print(x is y) print(x == y)</pre>	
<pre>x = ["apple", "banana"] y = ["apple", "banana"] z = x print(x is not z) print(x is not y) print(x != y)</pre>	

6) Python Membership Operators

Operator	Description	Example
in	Returns True if the value or element is found in the sequence or collection, otherwise False	x in y
not in	Returns True if the value or element is not found in the sequence or collection, otherwise False	x not in y

Python code	output
<pre>x = ["apple", "banana"] print("banana" in x)</pre>	
<pre>x = ["apple", "banana"] print("pineapple" not in x)</pre>	

7) Python Bitwise Operators

Operator	Description	Example
&	Bitwise AND	x & y
	Bitwise OR	x y
^	Bitwise XOR	x ^ y
~	Bitwise NOT	~x
<<	Left shift	x << n
>>	Right shift	x >> n

Python code	output
a = 60 b = 13 c = 0 c = a & b print (c)	
c = a b print (c)	
c = a ^ b print (c)	
c = ~a print (c)	
c = a << 2 print (c)	
c = a >> 2 print (c)	

6. Python operator precedence

- I. Here is the general precedence and associativity of operators in Python, from highest to lowest:

1. Parentheses: ()
2. Exponentiation: **
3. Unary operators: +x, -x, ~x
4. Multiplication, Division, and Remainder: *, /, //, %
5. Addition and Subtraction: +, -
6. Bitwise Shifts: <<, >>
7. Bitwise AND: &
8. Bitwise XOR: ^
9. Bitwise OR:
10. Comparison Operators: ==, !=, >, <, >=, <=, is, is not, in, not in
11. Logical NOT: not
12. Logical AND: and
13. Logical OR: or

result1 = 2 + 3 * 4 # Result: 14 (Multiplication has higher precedence than addition)
result2 = (2 + 3) * 4 # Result: 20 (Parentheses override precedence)
result3 = 2 + 3 ** 2 # Result: 11 (Exponentiation has higher precedence than addition)
result4 = (2 + 3) ** 2 # Result: 25 (Parentheses override precedence)
result5 = 2 * 3 + 4 / 2 # Result: 8 (Multiplication and division have equal precedence, evaluated left-to-right)
result6 = 2 * (3 + 4) / 2 # Result: 7 (Parentheses override precedence)
print(result1)
print(result2)
print(result3)
print(result4)
print(result5)
print(result6)

Section 2