

B.Sc. DATA SCIENCE

I Year: Semester-II

Course type	Paper Title	Hours per week	Marks	
DSC-2	Problem Solving and Python Programming	Theory: 04	Internal	external
		Credit: 04	20	80

Unit-I

Introduction to Computing and Problem Solving: Fundamentals of Computing – Computing Devices – Identification of Computational Problems – Pseudo Code and Flowcharts – Instructions – Algorithms – Building Blocks of Algorithms. **Introduction to Python Programming:** Python Interpreter and Interactive Mode– Variables and Identifiers – Arithmetic Operators – Values and Types – Statements, Reading Input, Print Output, Type Conversions, The type() Function and Is Operator, Dynamic and Strongly Typed Language. **Control Flow Statements:** The if, The if...else, The if...elif...else Decision Control Statements, Nested if Statement, The while Loop, The for Loop, The continue and break Statements.

Unit-II

Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments. **Strings:** Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings.

Unit-III

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list Parameters; **Tuples:** tuple assignment, tuple as return value; **Dictionaries:** operations and methods; advanced list processing - list comprehension; Illustrative programs: selection sort, insertion sort, mergesort, histogram. **Files and exception:** text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, packages; Illustrative programs: word count, copy file.

Unit-IV

Object-Oriented Programming: Classes and Objects, Creating Classes in Python, Creating Objects in Python, The Constructor Method, Classes with Multiple Objects, Class Attributes versus Data Attributes, Encapsulation, Inheritance The Polymorphism. **Functional Programming:** Lambda. Iterators, Generators, List Comprehensions.

References:

1. Introduction to Python Programming. Gowrishankar S, Veena A. CRC Press, Taylor & Francis Group, 2019
2. Allen B. Downey, ``Think Python: How to Think Like a Computer Scientist'', 2nd edition, Updated for Python 3, Shroff/O'Reilly Publishers, 2016
(<http://greenteapress.com/wp/think-python/>)

Course type	Paper Title	Hours per week	Marks	
DSC-2	Problem Solving and Python Programming Lab	Practical: 02	Internal	external
		Credits: 01	--	25

Exercises

I. Programs to demonstrate the usage of operators and conditional statements

1. Write a program that takes two integers as command line arguments and prints the sum of two integers.
2. Program to display the information:
Your name, Full Address, Mobile Number, College Name, Course Subjects
3. Program to find the largest number among 'n' given numbers.
4. Program that reads the URL of a website as input and displays contents of a webpage.

II. Programs to demonstrate usage of control structures

5. Program to find the sum of all prime numbers between 1 and 1000.
6. Program that reads set of integers and displays first and second largest numbers.
7. Program to print the sum of first 'n' natural numbers.
8. Program to find the product of two matrices.
9. Program to find the roots of a quadratic equation

III. Programs to demonstrate the usage of Functions and Recursion

10. Write both recursive and non-recursive functions for the following:
 - a. To find GCD of two integers
 - b. To find the factorial of positive integer
 - c. To print Fibonacci Sequence up to given number 'n'
 - d. To convert decimal number to Binary equivalent
11. Program with a function that accepts two arguments: a list and a number 'n'. It should display all the numbers in the list that are greater than the given number 'n'.
12. Program with a function to find how many numbers are divisible by 2, 3,4,5,6 and 7 between 1 to 1000

IV. Programs to demonstrate the usage of String functions

13. Program that accept a string as an argument and return the number of vowels and consonants the string contains.
14. Program that accepts two strings S1, S2, and finds whether they are equal are not.
15. Program to count the number of occurrences of characters in a given string.
16. Program to find whether a given string is palindrome or not

V. Programs to demonstrate the usage of lists, sets, dictionaries, tuples and files.

17. Program with a function that takes two lists L1 and L2 containing integer numbers as parameters. The return value is a single list containing the pair wise sums of the numbers in L1 and L2.
18. Program to read the lists of numbers as L1, print the lists in reverse order without Using reverse function.
22. Write a program that combines lists L1 and L2 into a dictionary.
19. Program to find mean, median, mode for the given set of numbers in a list.
20. Program to find all duplicates in the list.
21. Program to find all the unique elements of a list.
22. Program to find max and min of a given tuple of integers.
23. Program to find union, intersection, difference, symmetric difference of given two sets.
24. Program to display a list of all unique words in a text file
25. Program to read the content of a text file and display it on the screen line wise with a line number followed by a colon
26. Program to analyse the two text files using set operations
27. Write a program to print each line of a file in reverse order.

VI. Programs to demonstrate the usage of Object Oriented Programming

28. Program to implement the inheritance
29. Program to implement the polymorphism

VII. Programs to search and sort the numbers

30. Programs to implement Linear search and Binary search
31. Programs to implement Selection sort, Insertion sort