

# CIRCUITS AND ELECTRONICS : ANALOG AND DIGITAL

Names: Raj and Christopher

Instructions: Copy and complete this document and post a link to it from your class site. (One form per group)

If you are an experienced coder and your partner also has some experience, [you can skip to the end of the document](#) and solve any one of the challenges.

Value: 5 points

- 3 pts : Exercises are correct or at least attempted for full credit.
- 2 pt : Relatively equal participation from both partners

Learning Goals:

- Lists
- For loops
- Dictionaries
- While loops
- Python Errors

Need to set up Replit? Refer back to [exercise set one](#)

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## 1. Lists

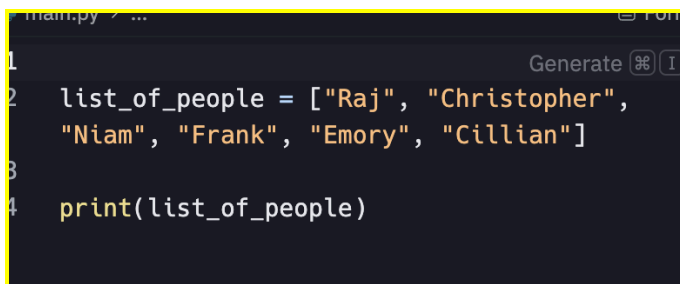
A list is a variable with multiple values - [see an example](#)

```
my_schedule = ["D&T", "English", "Biology"]
```

Using [repl.it](#) create the following:

- Make a list with six people's names in this class.
- Print the list

Screenshot your code here:



```
main.py > ...  
1  
2 list_of_people = ["Raj", "Christopher",  
3 "Niam", "Frank", "Emory", "Cillian"]  
4 print(list_of_people)
```

**Next:** Lists allow you to access specific data items. [Example](#)

- Print only the odd number of items in your list. (Keep in mind that the first item is 0, not 1)

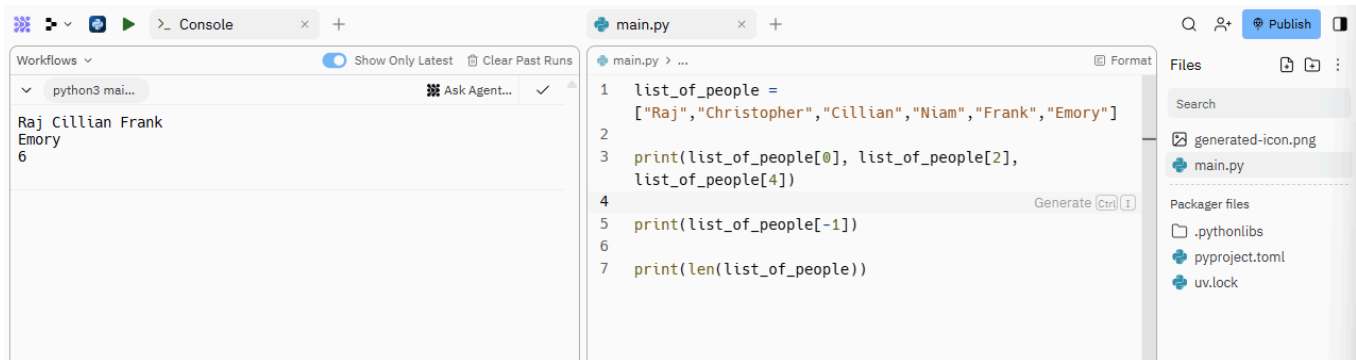
no need to use a loop yet)

- In another line, print only the last item in your list by **negative indexing**.

Sometimes, you might need to know how long a list is. [See how to print the length of a list](#)

- Add a third line to **print the length of your list**.

**Screenshot your code here:**



The screenshot shows a code editor with a file named `main.py`. The code defines a list `list_of_people` with the values `["Raj", "Christopher", "Cillian", "Niam", "Frank", "Emory"]`. It then prints the first, third, and fifth elements, the last element, and the length of the list. The console output shows the names `Raj Cillian Frank` on one line, `Emory` on the next, and `6` on the third line. The file explorer on the right shows `generated-icon.png`, `main.py`, `.pythonlibs`, `pyproject.toml`, and `uv.lock`.

```
1 list_of_people =
2   ["Raj", "Christopher", "Cillian", "Niam", "Frank", "Emory"]
3   print(list_of_people[0], list_of_people[2],
4         list_of_people[4])
5   print(list_of_people[-1])
6
7   print(len(list_of_people))
```

Console Output:

```
Raj Cillian Frank
Emory
6
```

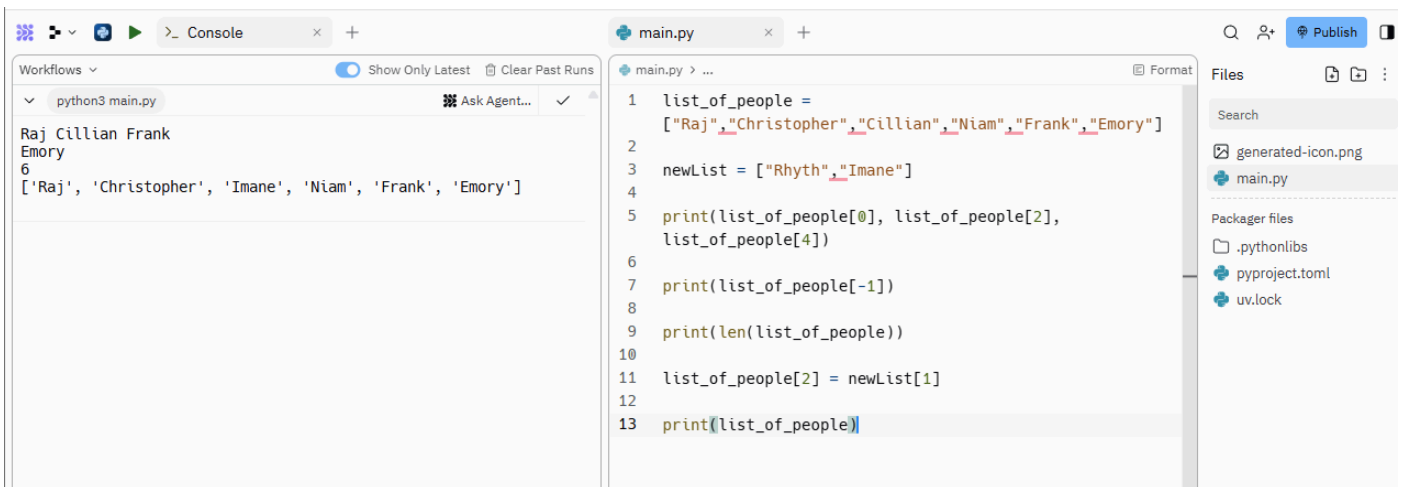
You can change items in a list. [See how here](#)

You can also add or insert items to a list. [See how here](#)

Using [repl.it](#) create the following:

- Keep using the list of names you had in the last sketch.
- Create a NEW list with two new names from the class
- Using list indexing, CHANGE the center of the original list to include the 2nd of the two new names and print the revised list

**Screenshot your code here:**



The screenshot shows the same code editor as before, but with updated code. A new list `newList` is created with the values `["Rhyth", "Imane"]`. The code then prints the first, third, and fifth elements of `list_of_people`, the last element, and the length of `list_of_people`. It then updates the third element of `list_of_people` to be the second element of `newList` and prints the updated list. The console output shows the names `Raj Cillian Frank` on one line, `Emory` on the next, `['Raj', 'Christopher', 'Imane', 'Niam', 'Frank', 'Emory']` on the third line, and `6` on the fourth line. The file explorer on the right shows `generated-icon.png`, `main.py`, `.pythonlibs`, `pyproject.toml`, and `uv.lock`.

```
1 list_of_people =
2   ["Raj", "Christopher", "Cillian", "Niam", "Frank", "Emory"]
3
4   newList = ["Rhyth", "Imane"]
5   print(list_of_people[0], list_of_people[2],
6         list_of_people[4])
7   print(list_of_people[-1])
8
9   print(len(list_of_people))
10
11  list_of_people[2] = newList[1]
12
13  print(list_of_people)
```

Console Output:

```
Raj Cillian Frank
Emory
['Raj', 'Christopher', 'Imane', 'Niam', 'Frank', 'Emory']
6
```

OPTIONAL: There's so much more you can do with lists. Look at the [common list methods](#)

- Create a list of favorite shows
- Create a sketch that uses `reverse`, `sort`, and one other method.
- Print out the results

Screenshot your code here:

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## 2. For Loops

Look at [these examples](#) using a for loop to print everything in a list.

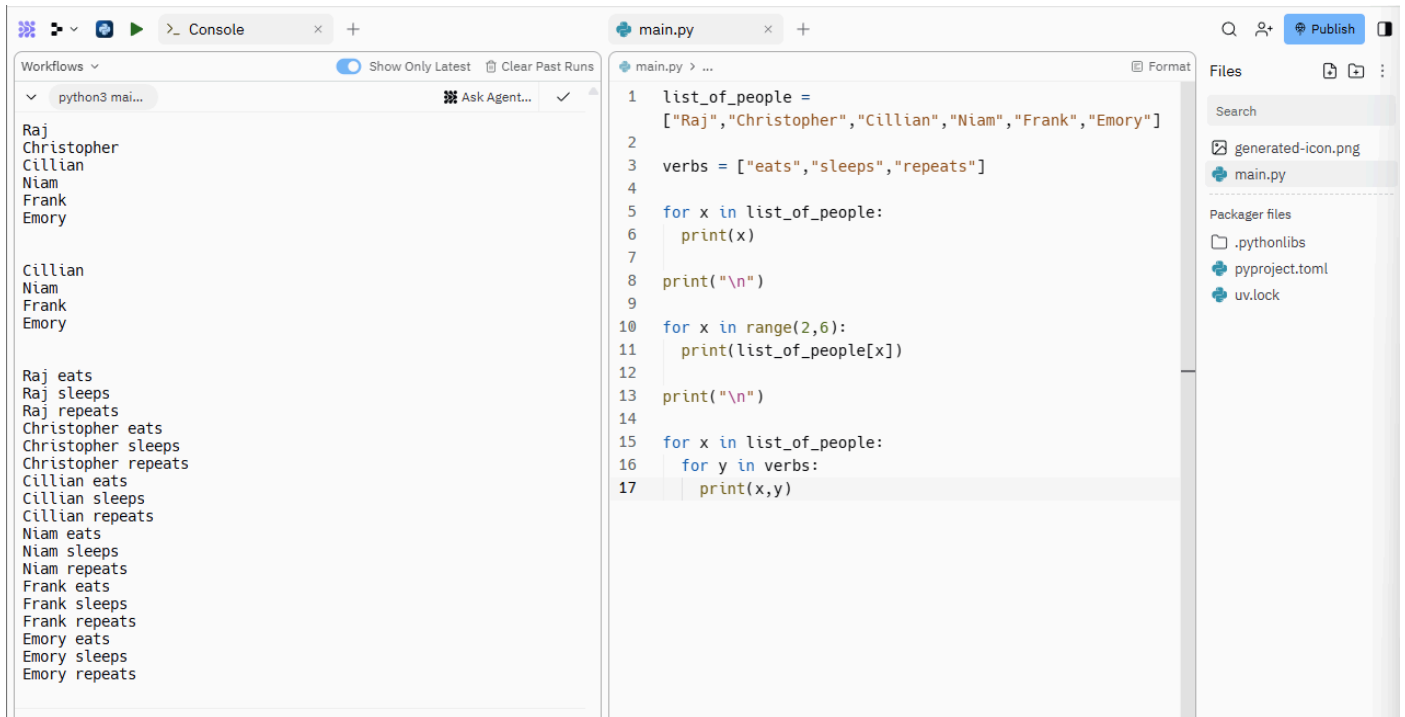
Using [repl.it](#) create the following:

- Use the original list of 6 names or create a fresh list of 6 names
- Create a 2nd list with present-tense verbs that these people might engage in. (example: "jumps")
- Use a for loop to print your list of first names
- Use the range function command to print only names indexed at 2 - 5
- Use a nested loop to print each first name along with each of the verbs.

Example:Z

```
Alice jumps  
Alice runs  
Bob jumps  
Bob runs
```

Screenshot your code here:



### 3. Dictionaries

Dictionaries allow for more complex data objects in which data is represented in key:value pairs.

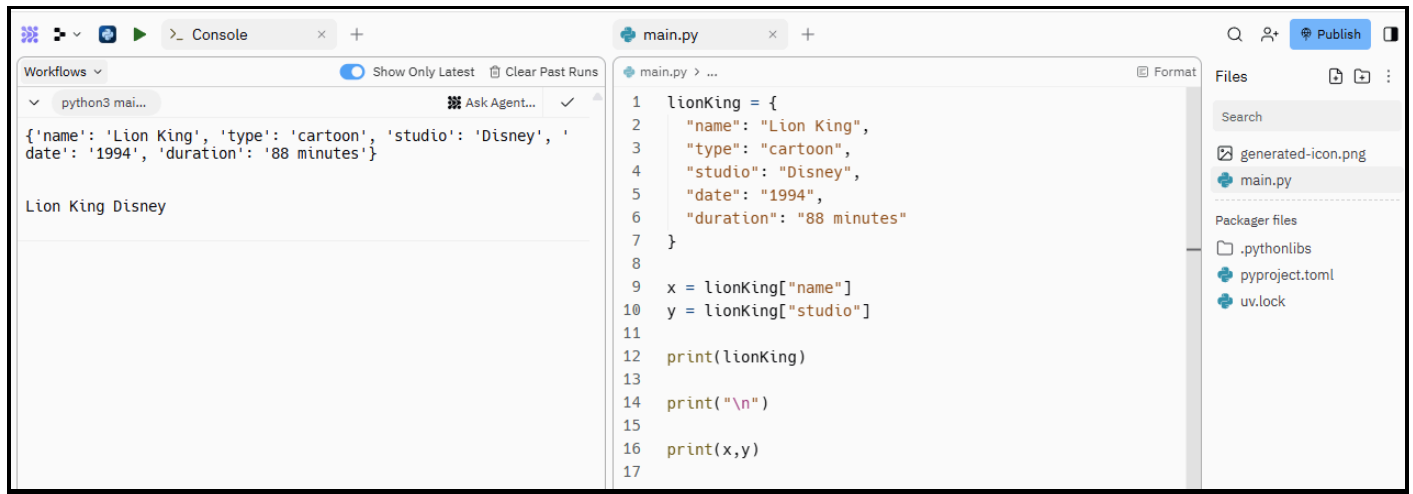
[Read here](#)

```
city_worker = {  
    "name": "Elmer",  
    "career": "Plumber",  
    "age": 99,  
    "Avaliable": True  
}
```

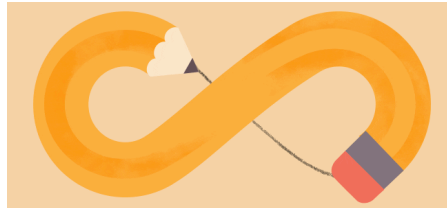
Create a dictionary that has data about a movie you and your partner like. Create at least five key:value pairs for the dictionary.

- Print the entire dictionary.
- Print only two Key Values from your dictionary. [example](#)

**Screenshot your code here:**



## 4. While Loops



“While loops” do something as long as a condition is true. [See examples here](#)  
We will frequently use the statement “while True” to repeat something forever.

Try this:

```
import time
hello=1

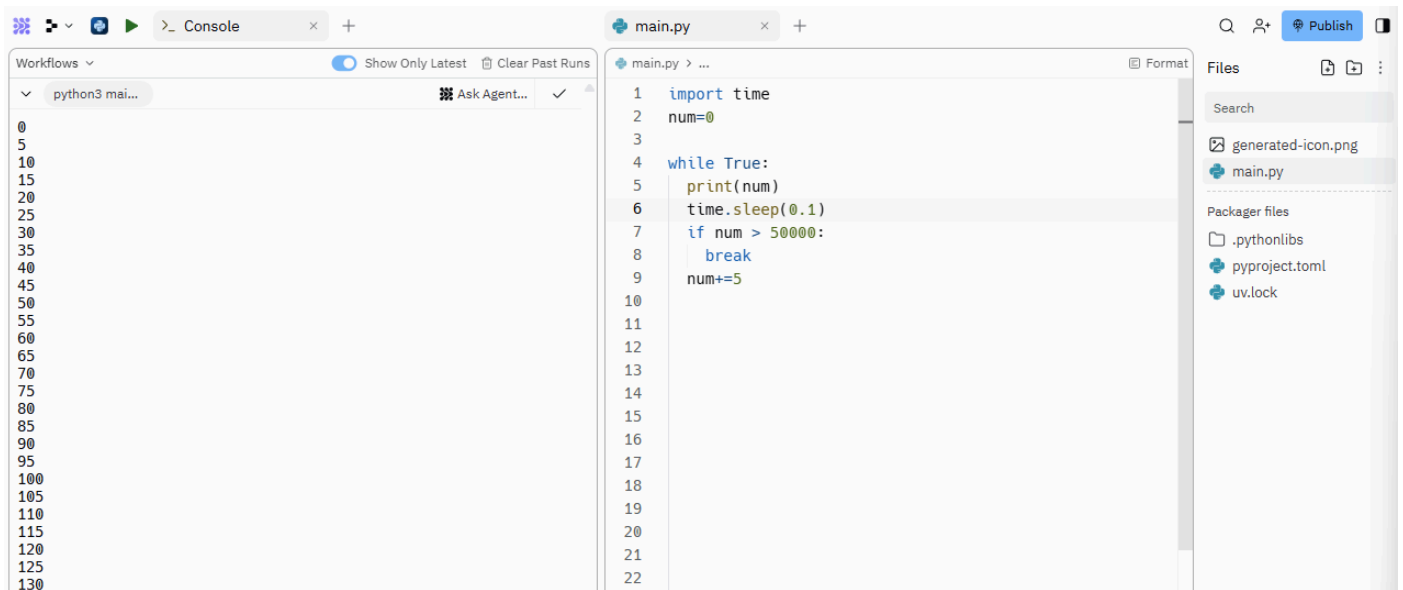
while True:
    print(hello)
    hello=hello+1
    time.sleep(1)
```

hello+=1 is a shorter and equivalent way to write which statement above?

hello=hello+1

- Create a similar sketch where you count up by fives. When the number is over 50,000 you use the break command to end the loop.

Screenshot your code here:

A screenshot of a Replit Python environment. The left pane shows the 'Console' with a list of numbers from 0 to 130 in increments of 5. The right pane shows the 'main.py' code editor with the following code:

```
1 import time
2 num=0
3
4 while True:
5     print(num)
6     time.sleep(0.1)
7     if num > 50000:
8         break
9     num+=5
10
11
12
13
14
15
16
17
18
19
20
21
22
```

The right sidebar shows a 'Files' panel with a search bar and a list of files: 'generated-icon.png', 'main.py', and 'Packager files' containing '.pythonlibs', 'pyproject.toml', and 'uv.lock'. A 'Publish' button is visible in the top right corner.

## 5. Python Errors

Python errors can be helpful [if you know what they mean](#).

- Paste this code into repl.it.

```
city_worker = {
    "name": "Elmer",
    "career": "Plumber",
    "age": 99,
    "Available": True
}

print(city_worker["mood"])
```

What error do you get, and what does it mean:

Mood is not defined in the dictionary.

- Paste this code into repl.it. What error do you get and what does it mean:

```
rat=100
cats = 52
print(dogs)
```

What error do you get, and what does it mean:

The variable dogs is not defined so there is nothing to print.

- Paste this code into repl.it. What error do you get and what does it mean:

```
word = "hello"  
for x in range(0,6):  
    print(word[x])
```

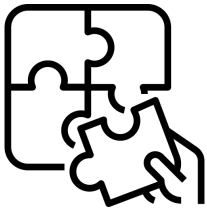
What error do you get, and what does it mean:

The word "hello" only has 5 letters so in the range (0,6), 5 and 6 do not refer to anything.

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For those who have some extra time:

Can you figure out any part of this puzzle?



1. Find an online resource that shows you how to randomize values.
2. Create a list of seven kinds of cereal.
3. Create a list of seven people.
4. Create a loop that grabs a random name and a random cereal to make a sentence that say "This [person] ate [cereal name] today."
5. Have this loop run every 0.5 seconds
6. Add a couple of statements at the end that keep track of how many times the loop has run, and print it in a statement of some kind.

Optional: Keep track of how many times a cereal is eaten. If a cereal comes up 5 times, can you remove it from the list because the box is empty? Hint: This means your random number will need to be based on the length of the list and not on a static number.

Screenshot your code here:

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## Python exercises for folks with some prior knowledge:

### 1. Enhanced List Manipulation

**Create a program that does the following:**

- Initialize a list of 10 random integers between 1 and 100.
- Use a list comprehension to create a new list containing only the even numbers from the original list.
- Sort the new list in descending order.
- Use a lambda function with the `filter()` method to remove numbers divisible by 3 from the sorted list.
- Print the final result.

### 2. Dictionary and List Combination

**Create a program that:**

- Defines a dictionary where keys are names of countries and values are lists of their top 3 cities by population.
- Implements a function that takes a country name as input and returns a formatted string listing its cities.
- Uses a try-except block to handle cases where the input country is not in the dictionary.
- Incorporates a while loop to allow multiple queries until the user decides to exit.

### 3. Advanced For Loop with Enumerate

**Write a program that:**

- Creates a list of tuples, where each tuple contains a student's name and their grade (0-100).
- Uses a for loop with `enumerate()` to print each student's name, grade, and their position in the class (assuming the list is sorted by grade in descending order).
- Calculates and prints the class average grade.

### 4. File I/O and Dictionary Manipulation

**Create a program that:**

- Reads a text file containing words and their frequencies (one word-frequency pair per line).



- Creates a dictionary from this data.
- Implements functions to:
  - Add new words or update the frequencies of existing words.
  - Remove words below a certain frequency threshold.
  - Find the top N most frequent words.
- Writes the updated dictionary back to a new file in a formatted manner.

## 5. Object-Oriented Programming Challenge

### Design a simple bank account system:

- Create a `BankAccount` class with attributes for account number, holder name, and balance.
- Implement methods for deposit, withdrawal, and balance inquiry.
- Create a `SavingsAccount` subclass that inherits from `BankAccount` and includes an interest rate attribute. `SavingsAccount` should inherit from `BankAccount`
- Override the withdrawal method in `SavingsAccount` to enforce a minimum balance.
- Create a few accounts and demonstrate the functionality of your classes.

## 6. Error Handling and Debugging

### Provide a piece of code with multiple intentional errors (syntax errors, logical errors, and runtime errors).

- Identify each error type.
- Explain the cause of each error.
- Fix the errors and make the code run correctly.

This exercise will enhance debugging skills and deepen understanding of Python's error messages.