K19P 1378

Reg. No. : ....

Name : ....

III Semester Master of Computer Application (M.C.A)/ M.C.A Lateral Entry Degree (Reg./Suppl./Imp.) Examination, November - 2019
(2014 Admission Onwards)
MCA 3E02 : PYTHON PROGRAMMING

Time : 3 Hours   Max. Marks : 80

Instructions :

1) Answer **any ten** questions from Section - A. Each question carries **three** marks.

2) Answer **all** questions from Section - B. Each question carries **ten** marks.

SECTION - A

Note: Answer **any ten** questions. Each question carries **three** mark.

(10×3=30)

1. Define first class objects in python.

2. What are the rules for naming variables in Python?

3. Write a short note on input( ) function.

4. What are the functions of context managers?

5. What are fruitful functions and void functions? Give examples.

6. What is a Generator Expression?

7. What is the use of Function Decorators?

8. Write a short note on itertools module.

9. How to create a dialog in python program?

10. What are the merits of web tools?

11. Write a short note on pygame.

12. Write a short note on openGL.

P.T.O.

SECTION - B

Note: Answer **all** questions. Each question carries **ten** marks.

13. a) Describe the various built in types of data representation in Python. Explain with suitable examples. **(10)**

(OR)

b) Explain different types of looping statement in python with example code. **(10)**

14. a) Explain how to create function with and without parameters in python? Explain with the help of a diagram. **(10)**

(OR)

b) Explain in detail about profiling and tuning in python programming. **(10)**

15. a) Explain briefly abstract base classes and meta classes in python programming. **(10)**

(OR)

b) Explain in detail about internet data handling and encoding in python programming. **(10)**

16. a) Explain the uses of various dialog boxes in GUI applications. **(10)**

(OR)

b) Explain designing user interfaces and an implementation of dialogs using Qt designer. **(10)**

17. a) Explain about keyboard control mechanism in python programming. **(10)**

(OR)

b) Explain the following with respect to pygame. **(10)**
   i) fog
   ii) rendering the backdrop

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