

SCHOOL OF COMPUTING DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING REVISIONS CARRIED OUT-2019-2020 2019-0DD

SCSA2101	PYTHON AND PROBLEM SOLVING TECHNIQUES LAB	L	Т	Ρ	Credits	Total Marks
		0	0	4	2	100

COURSE OBJECTIVES

- > Identify the problem.
- List the possible ways to obtain the solution.
- > Evaluate and Select the Best algorithm to solve the problem.
- > Deploy suitable methods to get the desired output.
- > Call the methods in order.

SUGGESTED LIST OF EXPERIMENTS

- I. Program to exchange the values of two variables.
- 2. Program to circulate the values of n variables.
- 3. Program to find distance between two points.
- 4. Program to find square root.
- 5. Program to find GCD.
- 6. Program to find Exponentiation.
- 7. Program to find sum an array of numbers.
- 8. Program to find factorial.
- 9. Program to implement Sine function computation.
- 10. Program to Generate the Fibonacci sequence.
- 11. Program for Reversing the digits of an integer.
- 12. Program to find the smallest divisor of an integer.
- 13. Program to find the greatest common divisor of two integers.
- 14. Program to Generate Prime Numbers.
- 15. Program to Compute the Prime Factors of an integer.
- 16. Program to Raise a Number to a Large Power.
- 17. Program for Removal of Duplicates.
- 18. Program for Partitioning.
- 19. Program to find the kth smallest Element.
- 20. Program to generate histogram.

COURSE OUTCOMES

On completion of the course, student will be able to

- CO1 Analyze and classify the given problem into various modules.
- CO2 Design the program with basic syntax by reading input from the user and generating the desired output.
- CO3 Develop the codes containing looping and decision making statements.
- CO4 Implement user defined functions.
- CO5 Apply recursion and call the function with appropriate parameters.

SCSA2105	PROBLEM SOLVING TECHNIQUES LAB	L	T	Ρ	Credits	Total Marks
		0	0	4	2	100

COURSE OBJECTIVES

- Identify the problem.
- > To analyse the various steps in program development.
- > Evaluate and select the best algorithm to solve the problem.
- > Deploy suitable methods to get the desired output.
- > Create the solutions for various Real-World Problems

SUGGESTED LIST OF EXPERIMENTS:

- 1. Program to find GCD.
- 2. Program to find the max and min from the three numbers.
- 3. Program to find Exponentiation.
- 4. Program to find sum of an array of numbers.
- 5. Program to implement Sine function computation.
- 6. Program to Generate the Fibonacci sequence.
- 7. Program to find the roots of a Quadratic equation.
- 8. Program for reversing the digits of an integer.
- 9. Program to find the smallest divisor of an integer.
- 10. Program to Generate Prime Numbers.
- 11. Program to Raise a Number to a Large Power.
- 12. Program for Removal of Duplicates.
- 13. Program to find the kth smallest Element.
- 14. Program to generate histogram.
- 15. Program for addition and multiplication of matrices.
- 16. Program that converts a number ranging from 1 to 50 to Roman equivalent
- 17. To delete n Characters from a given position in a given string.
- 18. Program to search for a Key value in a given list of integers using linear search method.
- 19. Program to sort the number in ascending and descending order.
- 20. Program for finding the factorial using recursive and non-recursive functions

COURSE OUTCOMES

On completion of the course, student will be able to

- **CO1:** Analyse and classify the given problem into various modules
- **CO2:** Analysing the complexity of problems, modularize the problems into small modules and then convert them into programs.
- CO3: Develop the codes containing looping and decision-making statements.
- **CO4:** Implement user defined functions.
- **CO5:** Apply recursion and call the function with appropriate parameters.
- CO6: Design and develop solutions to real world problems