

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT

TEST -3 EXAMINATION- 2025

B.Tech- V Semester (IT)

COURSE CODE (CREDITS): 18B11CI315 (3)

MAX. MARKS: 35

COURSE NAME: Python Programming with Raspberry Pi

COURSE INSTRUCTORS: Dr. Vikas Baghel

MAX. TIME: 2 Hours

Note: (a) All questions are compulsory.

(b) The candidate is allowed to make Suitable numeric assumptions wherever required for solving problems

(c) Use of a standard scientific calculator is allowed.

Q.No	Question	CO	Marks
Q1	<p>a) Explain the difference between <code>subprocess.run()</code> and <code>subprocess.Popen()</code>.</p> <p>b) Write a Python script that uses subprocess to execute the ls command and prints the output.</p>	[CO5]	[5]
Q2	<p>Create a Tkinter window titled "<i>Login Form</i>". Add the following elements to the window:</p> <ul style="list-style-type: none"> A label for "<i>Login ID</i>" and an entry field for the user to input their ID. A label for "<i>Password</i>" and an entry field for the user to input their password. A "<i>Login</i>" button that, when clicked, prints the entered login ID and password to the console. <p>Add appropriate padding and styling to enhance the appearance of the form.</p>	[CO3]	[10]
Q3	<p>Write a code that simulates providing the password:</p> <ul style="list-style-type: none"> You have at most three attempts. If you provide the right password, the code will print "<i>Welcome in!</i>". If you provide the wrong password and it is not the third attempt, print "<i>Sorry, you have exceeded the maximum attempts.</i>". 	[CO6]	[10]

	<p>attempt, the code will print ‘Wrong password. Please try again.’ and ask you to enter again the password.</p> <ul style="list-style-type: none"> • If your third attempt is not successful, the code will write ‘You are not allowed to access this computer!’ and exit. <p>Assume that the right password is ‘JuIT’ and use the function <code>input()</code> for asking the password from the command line.</p>		
Q4	<p>Write a <u>PyGame</u> program to draw a red rectangle on the screen. Game should handle quitting a PyGame program when the user closes the window?</p>	[CO4]	[5]