Lab-5

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Tool - mypy

```
Executable File | 22 lines (21 sloc) | 804 Bytes
 1 #!/usr/bin/env python
 2 import os
 3 import sys
  5 if __name__ == "__main__":
         os.environ.setdefault("DJANGO_SETTINGS_MODULE", "mysite.settings")
  8
            from django.core.management import execute_from_command_line
      except ImportError:
            # The above import may fail for some other reason. Ensure that the
           # issue is really that Django is missing to avoid masking other
# exceptions on Python 2.
 11
 12
 13
         importing except Importing:
 14
 15
               raise ImportError(
 16
 17
                     "Couldn't import Django. Are you sure it's installed and "
                   "available on your PYTHONPATH environment variable? Did you "
 19
                    "forget to activate a virtual environment?"
               )
 20
          raise
 21
        execute_from_command_line(sys.argv)
```

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       os.environ.setdefault("DJANGO_SETTINGS_MODULE", "mysite.settings")
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        from django.core.management import execute_from_command_line
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       except ImportError:
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10
11
          # exceptions on Python 2.
13
          try:
               import django
14
         import django
except ImportError:
15
               raise ImportError(
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                   "Couldn't import Django. Are you sure it's installed and "
18
                   "available on your PYTHONPATH environment variable? Did you "
19
                    "forget to activate a virtual environment?"
            )
20
         raise
21
     execute_from_command_line(sys.argv)
22
```

```
import os
# Build paths inside the project like this: os.path.join(BASE_DIR, ...)
BASE_DIR = os.path.dirname(os.path.dirname(os.path.abspath(__file__)))
# Quick-start development settings - unsuitable for production
# See https://docs.djangoproject.com/en/1.10/howto/deployment/checklist/
# SECURITY WARNING: keep the secret key used in production secret!
SECRET_KEY = 'i%06y2q&41-!nv*8oolv470b!o)!xg*^9f7^d=q10#b$wd%c_e'
# SECURITY WARNING: don't run with debug turned on in production!
DEBUG = True
ALLOWED_HOSTS = []
# Application definition
INSTALLED_APPS = [
    'django.contrib.auth',
    'django.contrib.contenttypes',
    'django.contrib.sessions',
    'django.contrib.messages',
    'django.contrib.staticfiles',
    'mysite.core',
]
MIDDLEWARE = [
    \verb|'django.middleware.security.SecurityMiddleware'|,
    \verb|'django.contrib.sessions.middleware.SessionMiddleware'|,
    'django.middleware.common.CommonMiddleware',
    'django.middleware.csrf.CsrfViewMiddleware',
    'django.contrib.auth.middleware.AuthenticationMiddleware',
    'django.contrib.messages.middleware.MessageMiddleware',
    'django.middleware.clickjacking.XFrameOptionsMiddleware',
]
```

ERROR

```
33 lines (22 sloc) | 861 Bytes
  1 #Prints a maximum set of activities that can be done by a
  2 #single person, one at a time
  3 #n --> Total number of activities
  4 #s[]--> An array that contains start time of all activities
  5 #f[] --> An array that contains finish time of all activities
  8 def find_activities(arr):
       n = len(arr)
  9
 10
        selected = []
 11
 12
        arr.sort(key = lambda x: x[1])
 13
         i = 0
 15
        # since it is a greedy algorithm, the first acitivity is always
 16
        # selected because it is the most optimal choice at that point
 17
 18
        selected.append(arr[i])
 19
 20
        for j in range(1, n):
 21
            start_time_next_activity = arr[j][0]
 22
            end_time_prev_activity = arr[i][1]
 23
 24
            if start_time_next_activity >= end_time_prev_activity:
 25
                selected.append(arr[j])
                i = j
 26
 27
 28
        return selected
 29
 30
 31 arr = [[5, 9], [1, 2], [3, 4], [0, 6], [5, 7], [8, 9]]
 32 print(find_activities(arr))
```

```
File "<string>", line 20
in range(1, n):
^^
SyntaxError: invalid syntax
>
```

```
45 lines (33 sloc) | 980 Bytes
1 """
```

```
2 Find the min cost of tiles to cover a floor.
 3 Floor is represented by 2D array where -
4 * = tile already placed
5 . = no tile
7 tiles available are 1*1 and 1*2 and their costs
8 are A and B
10 Source - https://www.geeksforgeeks.org/minimize-cost-to-cover-floor-using-tiles-of-dimensions-11-and-12/
11 """
12
13 def cost(arr, A, B):
14
      n = len(arr)
15
       m = len(arr[0])
16
17
       ans = 0
18
19
       for i in range(n):
20
          j = 0
21
22
           while j < m:
23
              if arr[i][j] == '*': # tile is already there
                  j += 1
24
25
                  continue
             if j == m - 1: # if j is pointing to last tile, you can use only 1*1 tile
27
                  ans += A
28
29
               else:
                  if arr[i][j+1] == '.':
30
                      ans += min(2 * A, B)
31
32
                      j += 1
33
                  else:
34
                      ans += A
```

ERROR OUTPUT

```
File "<string>", line 11
"""

Find the min cost of tiles to cover a floor.

Floor is represented by 2D array where -

* = tile already placed
. = no tile

tiles available are 1*1 and 1*2 and their costs
are A and B

Source - https://www.geeksforgeeks.org/minimize-cost-to-cover-floor-using-tiles-of-dimensions-11-and-12/
"""for i in range(n):

^^^

SyntaxError: invalid syntax
```

```
37 lines (31 sloc) | 1.51 KB
  1 def dijkstra(graph, start, end):
        shortest_distance = {}
        non_visited_nodes = {}
  4
        for i in graph:
           non_visited_nodes[i] = graph[i]
  7
        infinit = float('inf')
  8
  9
        for no in non_visited_nodes:
 10
           shortest_distance[no] = infinit
 11
        shortest_distance[start] = 0
 12
 13
        while non_visited_nodes != {}:
 14
           shortest_extracted_node = None
 15
           for i in non_visited_nodes:
 16
               if shortest_extracted_node is None:
 17
                    shortest_extracted_node = i
 18
                elif shortest_distance[i] < shortest_distance[shortest_extracted_node]:</pre>
 19
                    shortest_extracted_node = i
 20
 21
           for no_v, Weight in graph[shortest_extracted_node]:
 22
               if Weight + shortest_distance[shortest_extracted_node] < shortest_distance[no_v]:</pre>
 23
                    shortest_distance[no_v] = Weight + shortest_distance[shortest_extracted_node]
 24
            non_visited_nodes.pop(shortest_extracted_node)
 25
        return shortest_distance
 26
 27 #in this case, I made a graph within the code, but I didn't put here, you can create your graph the way you like.
 28 #this algorithm needs the start, end, and weight, but you can remove the weight as well
 29 #I will leave my example here, how I use this algorithm to solve the shortest path problem
 30 \, # V is vertex, u is edges and W IS WEIGHT.
 31
 32 cities, origin, destiny = map(int, input().split())
 33 graph = {i:[] for i in range(1, cities+1)}
 34 for i in range(cities-1):
        u, v, w = map(int, input().split())
 35
 36
        graph[v].append((u, w))
 37
        graph[u].append((v, w))
```

OUTPUT-

ou

13

dr = dr * x

```
File "<string>", line 8

while nr = 0:

^^^^^^

SyntaxError: invalid syntax. Maybe you meant '==' or ':=' instead of '='?

> |
```