

```
In [ ]: for i in range(3,25,-3):  
        print(i)  
        #srt - 3  
        #step=3 negative  
        #last = stp + 1 25+1 =26
```

```
In [2]: #wap to ask the user sum of first 10 natural numbers  
        # step-1: summ =0  
        # step-2: iterate trough loop range (1,11)  
        # step-3: summ=summ+1  
  
        #same Like counter programe  
        count=0  
        for i in range(1,11):  
            count=count+1  
        print(count)
```

10

```
In [4]: summ=0  
        for i in range(1,11):  
            summ=summ+i  
  
        print(summ)  
  
        #i=1 summ = 0 summ=1.....  
        #i=10 .....summ=55
```

55

```
In [10]: #wap ask the user to find the divisors of a given
#i want to know divisors of 10
# 10/<> =0

# 10%2=0
# 10%5=0
# 10%10=0

#how many times do you need to run the loop
#srt=1 stp=11
# 10/0 10/1 10/10

def number_1(num):

#num=eval(input("Which divisors you want:"))
    srt=1
    stop=num+1
    count1=0
    for i1 in range(srt,stop):
        if num%i1==0:
            print(f"{i1} is the divisor for {num}")
            count1=count1+1
    return("The number of divisor are:",count1)
count1=number_1(50)
```

```
1 is the divisor for 50
2 is the divisor for 50
5 is the divisor for 50
10 is the divisor for 50
25 is the divisor for 50
50 is the divisor for 50
```

```
In [21]: #wap ask a user to enter a random number
# ask the user enter a number
# if both matching print you won
#if not print you lost
#give 3 chnaces
import random
def game_1():
    for i2 in range(3):
        n1=random.randint(1,10)
        print(n1)
        n2=eval(input("Enter a number:"))
        if n1==n2:
            print("you won")
            #break;
        else:
            print("you lost")
game_1()
#the problem in this code : if you guess correct or wrong ,it is asking again
#we need to avoid tht
#improvise the above code
#when you guesss the corrt number the program must stop
#the gues the number pompt shuld come whenever you out
```

```
4
Enter a number:1
you lost
2
Enter a number:2
you won
5
Enter a number:6
you lost
```

```
In [22]: #wap ask a user to enter a random number
# ask the user enter a number
# if both matching print you won
#if not print you lost
#give 3 chnaces
import random
def game_1():
    for i2 in range(3):
        n1=random.randint(1,10)
        print(n1)
        n2=eval(input("Enter a number:"))
        if n1==n2:
            print("you won")
            break;
        else:
            print("you lost")
game_1()
#the probem in this code : if you guess correct or wrong ,it is asking again
#we need to avoid tht
#improvise the above code
#when you guesss the corrt number the program must stop
#the gues the number pompt shuld come whenever you out
```

6

Enter a number:6

you won

```
In [25]: #for the above code see the number of chances left
#wap ask a user to enter a random number
# ask the user enter a number
# if both matching print you won
#if not print you lost
#give 3 chnaces
import random
def game_1():
    count=3
    for i2 in range(3):
        n1=random.randint(1,10)
        print(n1)
        n2=eval(input("Enter a number:"))
        if n1==n2:
            count=count-1
            print("you won")
            break;
        else:
            print("you lost")
            print("The number of chances left is:",3-i)

game_1()
#the probem in this code : if you guess correct or wrong ,it is asking again
#we need to avoid tht
#improvis the above code
#when you guesss the corrt number the program must stop
#the gues the number pompt shuld come whenever you out
```

```
8
Enter a number:5
you lost
The number of chances left is: 2
8
Enter a number:45
you lost
The number of chances left is: 2
9
Enter a number:6
you lost
The number of chances left is: 2
```

```
In [31]: #for the above code see the number of chances left
#wap ask a user to enter a random number
# ask the user enter a number
# if both matching print you won
#if not print you lost
#give 3 chnaces
import random
def game_1():
    chances=eval(input("how many chnaces you want"))
    for i2 in range(chances):
        n1=random.randint(1,10)
        print(n1)
        n2=eval(input("Enter a number:"))
        if n1==n2:

            print("you won")
            break;
        else:
            print("you lost")
            print("The number of chances left is:",chances-i2-1)
            #if chances==0:

game_1()
#the probem in this code : if you guess correct or wrong ,it is asking again
#we need to avoid tht
#improvis the above code
#when you guesss the corrt number the program must stop
#the gues the number pompt shuld come whenever you out
```

```
how many chnaces you want4
4
Enter a number:2
you lost
The number of chances left is: 3
8
Enter a number:5
you lost
The number of chances left is: 2
3
Enter a number:6
you lost
The number of chances left is: 1
5
Enter a number:6
you lost
The number of chances left is: 0
```

```

In [36]: #for the above code see the number of chances left
#wap ask a user to enter a random number
# ask the user enter a number
# if both matching print you won
#if not print you lost
#give 3 chnaces
import random
def game_1():
    chances=eval(input("how many chnaces you want"))
    for i2 in range(chances):
        n1=random.randint(1,10)
        print(n1)
        n2=eval(input("Enter a number:"))
        if n1==n2:

            print("you won")
            break;
        else:
            print("you lost")
            print("The number of chances left is:",chances-i2-1)
            if chances-i2-1==0:
                print("PLease try after 30 min as you exhausted all the chances")

game_1()
#improvis the code by changing the value of the value =0 and print the msg
#"you lost all the chances please try after 30 min"

```

```

how many chnaces you want5
10
Enter a number:1
you lost
The number of chances left is: 4
2
Enter a number:2
you won

```

In [ ]:

In [ ]: 3