

#to make a calculator

enter=input("what you want to do + - * / power please enter ")

match enter:

case "+":

 a=int(input("enter first digit"))

 b=int(input("enter second digit"))

 c=a+b

 print('the addition of',a,'and',b,'is',c)

case "-":

 a=int(input("enter first digit"))

 b=int(input("enter second digit"))

 c=a-b

 print('the sub of',a,'and',b,'is',c)

case "*":

 a=int(input("enter first digit"))

 b=int(input("enter second digit"))

 c=a*b

 print('the multiplication of',a,'and',b,'is',c)

case "/":

 a=int(input("enter first digit"))

 b=int(input("enter second digit"))

```
c=a/b
```

```
print('the division of',a,'and',b,'is',c)
```

```
case 'power':
```

```
a=int(input("enter first digit"))
```

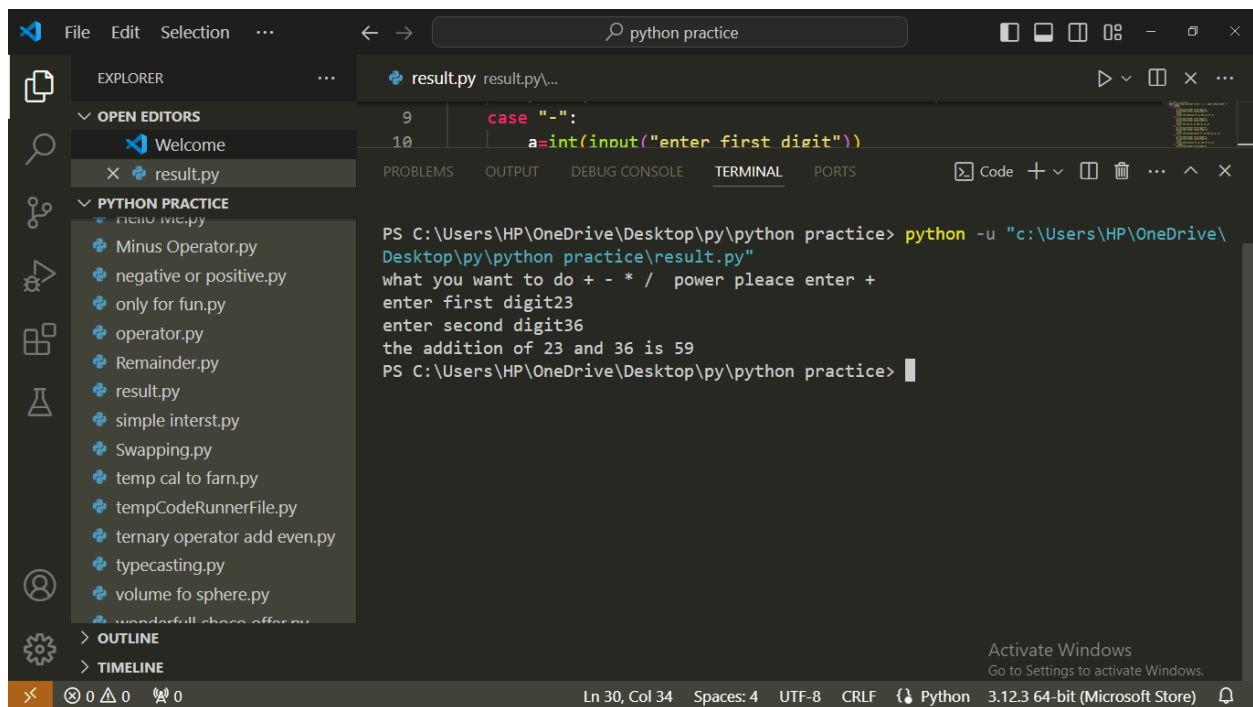
```
b=int(input("enter power digit"))
```

```
c=a**b
```

```
print('the power value of',a,'is',b,'is hance soln is',c)
```

```
case _:
```

```
print("error ..... ")
```



The screenshot shows the Visual Studio Code interface. The Explorer pane on the left displays a file named `result.py` under the 'PYTHON PRACTICE' folder. The main editor window shows the code for `result.py`, which includes a `case` statement for the minus operator. The terminal pane at the bottom shows the command `python -u "c:\Users\HP\OneDrive\Desktop\py\python practice\result.py"` being executed. The output of the script is displayed in the terminal, showing the prompt 'what you want to do + - * / power please enter +', the input 'enter first digit23', the input 'enter second digit36', and the output 'the addition of 23 and 36 is 59'. The status bar at the bottom indicates the file is at line 30, column 34, with 4 spaces, UTF-8 encoding, CRLF line endings, and is a Python 3.12.3 64-bit file.

```
File Edit Selection ... python practice
```

EXPLORER

OPEN EDITORS

- Welcome
- result.py

PYTHON PRACTICE

- minus operator.py
- negative or positive.py
- only for fun.py
- operator.py
- Remainder.py
- result.py
- simple interst.py
- Swapping.py
- temp cal to farn.py
- tempCodeRunnerFile.py
- ternary operator add even.py
- typecasting.py
- volume fo sphere.py

result.py result.py\...

```
9 case "-":
10     a=int(input("enter first digit"))
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Code + - - - -

```
PS C:\Users\HP\OneDrive\Desktop\py\python practice> python -u "c:\Users\HP\OneDrive\Desktop\py\python practice\result.py"
what you want to do + - * / power please enter +
enter first digit23
enter second digit36
the addition of 23 and 36 is 59
PS C:\Users\HP\OneDrive\Desktop\py\python practice>
```

Activate Windows
Go to Settings to activate Windows.

Ln 30, Col 34 Spaces: 4 UTF-8 CRLF Python 3.12.3 64-bit (Microsoft Store)

Voting system

```
print("options are BJP,SP,CNG,BSP,AAP")
```

```
def cast_vote(votes, candidate):
```

```
    if candidate in votes:
```

```
        votes[candidate] += 1
```

```
    else:
```

```
        print(f'Error: {candidate} is not a valid candidate')
```

```
def tally_votes(votes):
```

```
    total_votes = 0
```

```
    for candidate, count in votes.items():
```

```
        total_votes += count
```

```
        print(f'{candidate}: {count} votes')
```

```
    print(f'Total votes: {total_votes}')
```

```
candidates = input('Enter the candidates (separated by commas): ').split(',')
```

```
votes = {}
```

```
for candidate in candidates:
```

```
    votes[candidate.strip()] = 0
```

```
cast_vote(votes, 'BJP')
```

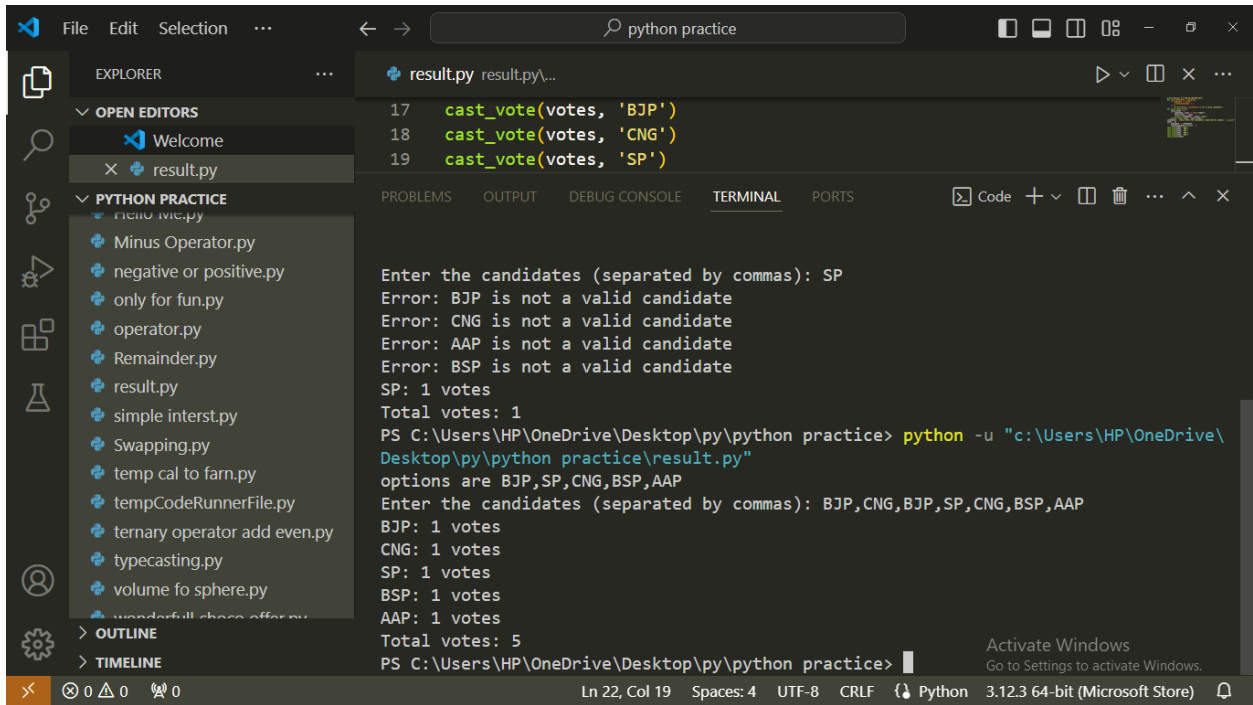
```
cast_vote(votes, 'CNG')
```

```
cast_vote(votes, 'SP')
```

```
cast_vote(votes, 'AAP')
```

```
cast_vote(votes, 'BSP')
```

```
tally_votes(votes)
```



#guessing number game

import random

def guess_the_number():

The range within which the user is thinking of a number

lower_bound = 1

upper_bound = 100

Prompt the user for a number

print(f"Think of a number between {lower_bound} and {upper_bound} and I'll try to guess it!")

while True:

The program makes a guess

guess = random.randint(lower_bound, upper_bound)

print(f"Is your number {guess}?")

```
# User input to guide the guessing

user_hint = input("Enter 'too high', 'too low', or 'correct': ").lower()

if user_hint == 'correct':

    print("Hooray! I've guessed your number!")

    break

elif user_hint == 'too high':

    upper_bound = guess - 1

elif user_hint == 'too low':

    lower_bound = guess + 1

else:

    print("Please enter a valid response ('too high', 'too low', or 'correct').")

print("Thank you for playing!")

# Run the game

guess_the_number()
```

```
9 print(f"Think of a number between {lower_bound} and {upper_bound} and I'll try to guess it!")
10
11 while True:
12     # The program makes a guess
13     guess = random.randint(lower_bound, upper_bound)
14     print(f"Is your number {guess}?")
15
16     # User input to guide the guessing
17     user_hint = input("Enter 'too high', 'too low', or 'correct': "
18                       ).lower()
19
20     if user_hint == 'correct':
21         print("Hooray! I've guessed your number!")
22         break
23     elif user_hint == 'too high':
24         upper_bound = guess - 1
25     elif user_hint == 'too low':
26         lower_bound = guess + 1
27     else:
28         print("Please enter a valid response ('too high', 'too low', or 'correct').")
29
30 print("Thank you for playing!")
31
32 # Run the game
33 guess_the_number()
```

Output

```
Think of a number between 1 and 100 and I'll try to guess it!
Is your number 86?
Enter 'too high', 'too low', or 'correct': too low
Is your number 99?
Enter 'too high', 'too low', or 'correct': |
```

#inventory

inventory={}

while True:

 action=input("enter what want you to do? add, remove, display,quit: ")

 if action=='add':

 item=input("enter item name: ")

 quantity=int(input("enter your quantity: "))

 if item in inventory:

 inventory[item]+=quantity

 else:

 inventory[item]=quantity

 elif action=='remove':

 item=input("enter the name of item you want to remove: ")

```
quantity=int(input("enter the quantity you want to remove: "))
```

```
if item in inventory and inventory[item]>=quantity:
```

```
    inventory[item]-=quantity
```

```
elif item in inventory and inventory[item]<quantity:
```

```
    print(f"There are only {inventory[item]} left in {item} left in inventory.")
```

```
else:
```

```
    print("ther is no item left in inventory.")
```

```
elif action=='display':
```

```
    print("Inventory")
```

```
    for key,value in inventory.items():
```

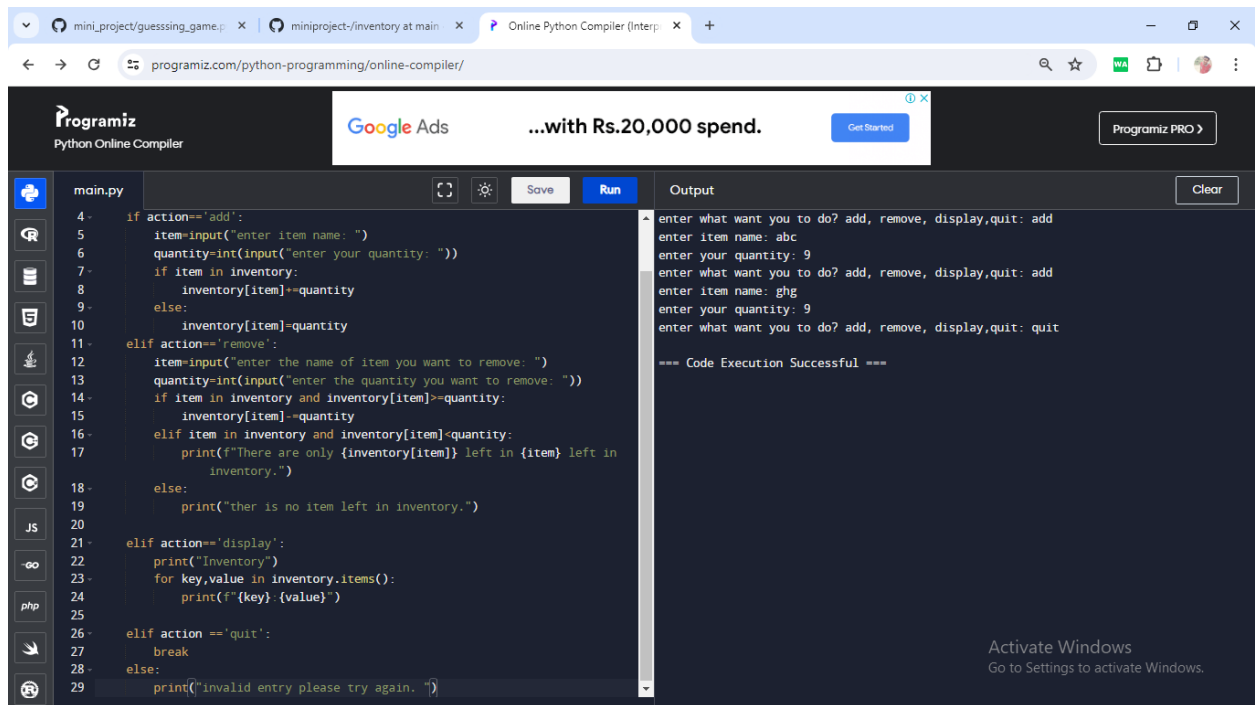
```
        print(f"{key}:{value}")
```

```
elif action == 'quit':
```

```
    break
```

```
else:
```

```
    print("invalid entry please try again. ")
```



#ludo dice

import random as r

i=1

s1=s2=0

while(i<7):

 c=r.randint(1,6)

 y=int(input("enter the number between 1to 6: "))

 choice=input("if you quite type'quite' otherwise type 'n' : ")

 s1+=c

 s2+=y

 if(choice=='quite'):

 break

 elif(choice=='no'):

 continue

 else:


```
print("wrong choice")
```

```
break
```

```
print("\n")
```

```
print("your score is:",s2)
```

```
print("the computer score is:",s1)
```

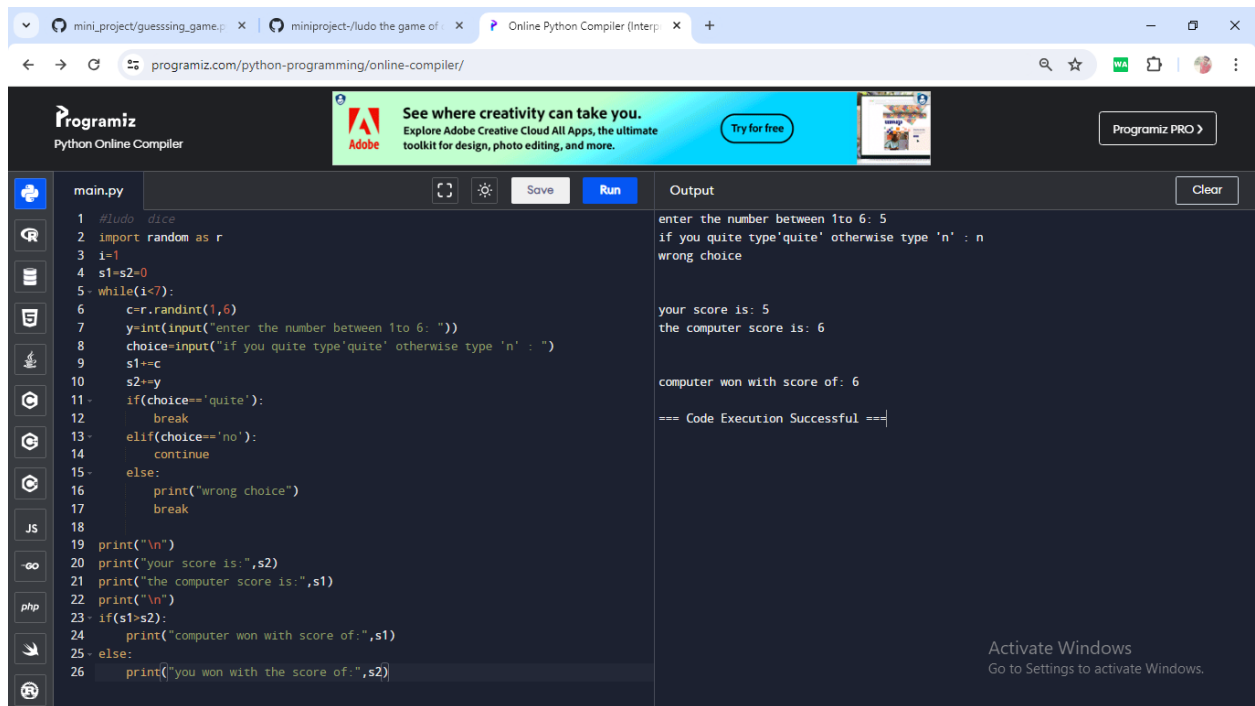
```
print("\n")
```

```
if(s1>s2):
```

```
    print("computer won with score of:",s1)
```

```
else:
```

```
    print("you won with the score of:",s2)
```



The screenshot shows a web browser with the Programiz Python Online Compiler. The code in the editor is a guessing game where the computer picks a random number between 1 and 6, and the user has 7 attempts to guess it. The output shows the user entering 5, the computer's score being 6, and the computer winning.

```
main.py
1 #ludo dice
2 import random as r
3 i=1
4 s1=s2=0
5 while(i<7):
6     c=r.randint(1,6)
7     y=int(input("enter the number between 1to 6: "))
8     choice=input("if you quite type'quite' otherwise type 'n' : ")
9     s1=c
10    s2+=y
11    if(choice=='quite'):
12        break
13    elif(choice=='no'):
14        continue
15    else:
16        print("wrong choice")
17        break
18
19 print("\n")
20 print("your score is:",s2)
21 print("the computer score is:",s1)
22 print("\n")
23 if(s1>s2):
24     print("computer won with score of:",s1)
25 else:
26     print("you won with the score of:",s2)
```

Output

```
enter the number between 1to 6: 5
if you quite type'quite' otherwise type 'n' : n
wrong choice

your score is: 5
the computer score is: 6

computer won with score of: 6
=== Code Execution Successful ===
```

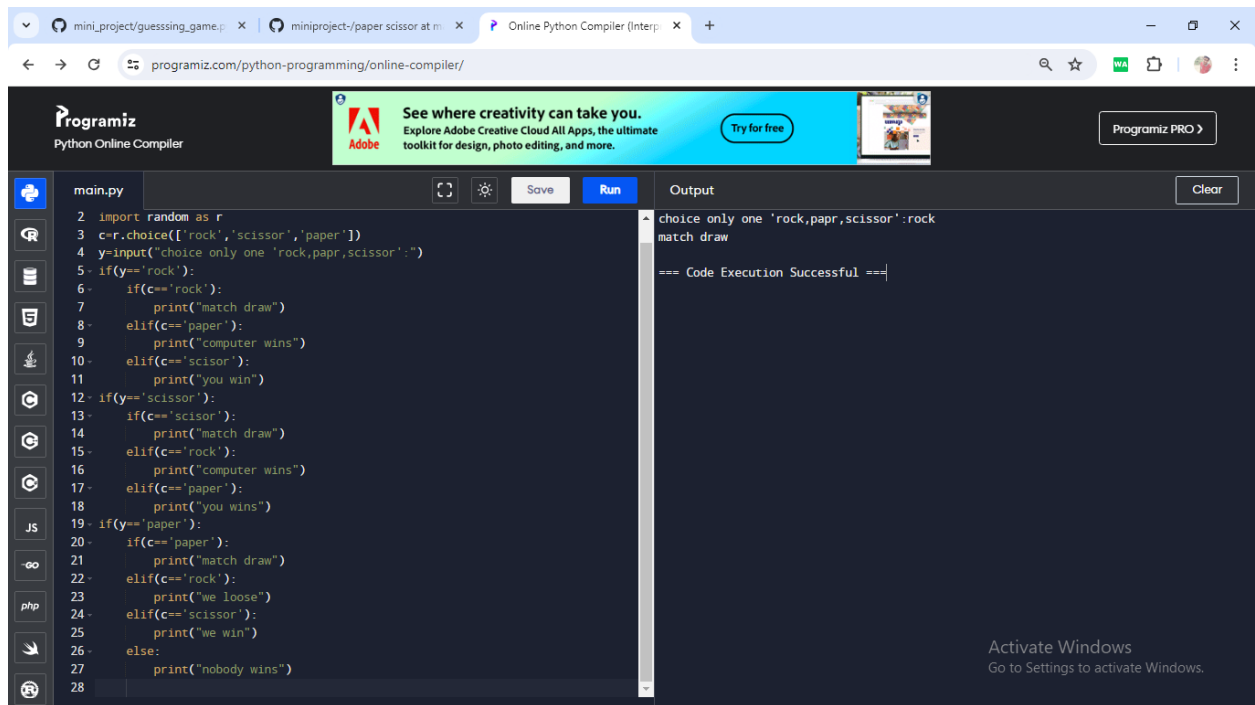
```
#rock paper scissor
```

```
import random as r
```

```
c=r.choice(['rock','scissor','paper'])
```

```
y=input("choice only one 'rock,papr,scissor':")
```

```
if(y=='rock'):
    if(c=='rock'):
        print("match draw")
    elif(c=='paper'):
        print("computer wins")
    elif(c=='scisor'):
        print("you win")
if(y=='scissor'):
    if(c=='scisor'):
        print("match draw")
    elif(c=='rock'):
        print("computer wins")
    elif(c=='paper'):
        print("you wins")
if(y=='paper'):
    if(c=='paper'):
        print("match draw")
    elif(c=='rock'):
        print("we loose")
    elif(c=='scissor'):
        print("we win")
else:
    print("nobody wins")
```



#result

name=input("enter the name of student ")

s1=int(input("enter the first subject marks "))

s2=int(input("enter the second subject marks "))

s3=int(input("enter the marks of third subject "))

s4=int(input("enter the marks of forth subject "))

s5=int(input("enter the marks of fifth subject "))

t=s1+s2+s3+s4+s5

percentage=t/5

print("your percentage is:",percentage)

if(s1>100 or s2>100 or s3>100 or s4>100 or s5>100 or s1<0 or s2<0 or s3<0 or s4<0 or s5<0):

 print("enter the wrong marks criteria")

elif(percentge==100):

 print("grade==O")

elif(percentge>=90):

```

    print("grade==A+")
elif(percentage>=80):
    print("grade==B+")
elif(percentage>=70):
    print("grade==B")
elif(percentage>=60):
    print("grade==C")
elif(percentage>=50):
    print("grade==D")
else:
    print("the student is fail")

```

The screenshot shows a web browser with the URL `programiz.com/python-programming/online-compiler/`. The page features a dark-themed interface with a sidebar on the left containing icons for various programming languages (Python, JavaScript, PHP, etc.). The main area is divided into two panes: a code editor on the left and an output console on the right.

The code editor displays a Python script named `main.py` that calculates a student's grade based on five subject marks. The script includes input prompts, calculations for the average percentage, and conditional logic to assign grades from 'A+' to 'D' or 'fail'.

The output console shows the execution results for a student named 'mukesh' with marks of 44, 55, 66, 77, and 88. The calculated percentage is 66.0, and the assigned grade is 'C'. The console also displays a success message: '=== Code Execution Successful ==='.

```

main.py
1 #result
2 name=input("enter the name of student ")
3 s1=int(input("enter the first subject marks "))
4 s2=int(input("enter the second subject marks "))
5 s3=int(input("enter the marks of third subject "))
6 s4=int(input("enter the marks of forth subject "))
7 s5=int(input("enter the marks of fifth subject "))
8 t=s1+s2+s3+s4+s5
9 percentage=t/5
10 print("your percentage is:",percentage)
11 if(s1>100 or s2>100 or s3>100 or s4>100 or s5>100 or s1<0 or s2<0 or s3<0 or s4<0 or s5<0):
12     print("enter the wrong marks criteria")
13 elif(percentage==100):
14     print("grade==0")
15 elif(percentage==90):
16     print("grade==A+")
17 elif(percentage==80):
18     print("grade==B+")
19 elif(percentage==70):
20     print("grade==B")
21 elif(percentage==60):
22     print("grade==C")
23 elif(percentage==50):
24     print("grade==D")
25 else:
26     print("the student is fail")

```

Output:

```

enter the name of student mukesh
enter the first subject marks 44
enter the second subject marks 55
enter the marks of third subject 66
enter the marks of forth subject 77
enter the marks of fifth subject 88
your percentage is: 66.0
grade==C

=== Code Execution Successful ===

```

```

#reverse forward row,column printing

s=int(input("enter the starting point "))

e=int(input("enter the end point "))

```

```
u=int(input("enter the updation "))
```

```
choice=input("enter your choice for forward printing or reverse printing:")
```

```
choice2=input("enter the choice for row printing or column printing:")
```

```
if choice=="forward":
```

```
    if choice2=="row":
```

```
        for i in range(s,e,u):
```

```
            print(i,end=',')
```

```
    elif choice2=="column":
```

```
        for i in range(s,e,u):
```

```
            print(i)
```

```
    else:
```

```
        print("second choice is not correct. enter the valid choice.")
```

```
elif choice=="reverse":
```

```
    if choice2=="row":
```

```
        for i in range(e,s,-u):
```

```
            print(i,end=',')
```

```
    elif choice2=="column":
```

```
        for i in range(e,s,-u):
```

```
            print(i)
```

```
    else:
```

```
        print("second choice is not correct. enter a valid choice")
```

```
else:
```

```
    print("your both choices are wrong")
```

mini_project/guessing_game.p...miniproject-/reverse forward ro...Online Python Compiler (Interp...+
programiz.com/python-programming/online-compiler/

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main.py

SaveRun

OutputClear

```
4 e=int(input("enter the end point "))
5 u=int(input("enter the updation "))
6
7 choice=input("enter your choice for forward printing or reverse printing:")
8 choice2=input("enter the choice for row printing or column printing:")
9
10- if choice=="farward":
11-     if choice2=="row":
12-         for i in range(s,e,u):
13-             print(i,end=',')
14-     elif choice2=="column":
15-         for i in range(s,e,u):
16-             print(i)
17-     else:
18-         print("second choice is not correct. enter the valid choice.")
19- elif choice=="reverse":
20-     if choice2=="row":
21-         for i in range(e,s,-u):
22-             print(i,end=',')
23-     elif choice2=="column":
24-         for i in range(e,s,-u):
25-             print(i)
26-     else:
27-         print("second choice is not correct. enter a valid choice")
28- else:
29-     print("your both choices are wrong")
30
```

```
enter the starting point 1
enter the end point 30
enter the updation 2
enter your choice for forward printing or reverse printing:farward
enter the choice for row printing or column printing:row
1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,
=== Code Execution Successful ===
```

Activate Windows
Go to Settings to activate Windows.