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QUESTION: 01 PYTHON BASIC (STRINGS,DATA TYPE,LOOPS,IF CONDITIONS,FUNCTION,CLASSES)

STRINGS:

Strings in Python are sequences of characters, typically used to represent text. They can include letters, numbers, symbols, and whitespace.

Strings are enclosed within either single (' '), double (" ''), or triple ("' ''' or "'''' "'''') quotes.

```
1) str1 = "Hello" str2 = "World" result =
    str1 + " " + str2 print(result) # Output:
    Hello

World

2) # Take input from the user user_input = input("Enter
a string: ")

# Print the input string print("You entered:",
user_input)

DATA TYPE:

A data type in programming defines the type of data that a variable can hold.
It specifies the type of values that can be assigned to the variable and the operations that can be performed on those values. Here's a simple definition: 1) num1 = float(input("Enter first number: ")) num2 = float(input("Enter second number: "))
```

Calculate the sum sum = num1

Print the result print(num1 + num2)

NUMBER: ") operator =input("ENTER YOUR OPERATOR:(+,-,*,/,%) ") second_number

=input("ENTER YOUR SEC_NUMBER: ")

frist_number=int(frist_number)

frist_number =input("ENTER YOUR

+ num2

2)

```
second_number=int(second_number)

if operator == "+":
    print(frist_number + second_number) elif
operator == "-":
    print(frist_number - second_number) elif operator
== "*":
    print(frist_number * second_number) elif
operator == "/":
    print(frist_number / second_number)
elif operator == "'%":
    print(frist_number % second_number)
elif operator == "%":
    print(frist_number % second_number)
```

LOOPS:

A loop in programming is like a repetitive task that a computer performs over and over again until a certain condition is met. Imagine you're folding shirts: you pick up a shirt, fold it, put it down, and repeat until all shirts are folded. In a loop, you tell the computer to repeat a certain block of code multiple times, and it keeps doing that until a specific condition is no longer true.

```
# CONNECTION OF NODES

class Node: def __init__(self,

data): self.data = data

self.next = None

node1 = Node(1) node2 =

Node(2) node3 = Node(3) node4

= Node(4)

node1.next = node2 node2.next =

node3 node3.next = node4
```

IF CONDITIONS:

Sure! Let's break down if-else conditions in simple terms:Imagine you have a decision to make based on a condition. If the condition is true, you'll do one thing, and if it's false, you'll do something else. That's where if-else statements come in handy.

```
2)
number = 9
if number > 10:
                 print("Number is
greater than 10") else:
  print("Number is not greater than 10")
FUNCTIONS:
             Imagine you have a set of instructions that you need to perform repeatedly.
Instead of writing the same instructions over and over again, you can put them together and
give them a name. Then, whenever you need to perform those instructions, you can simply
call that name.
1)
# Define a function called "greet" def greet():
  print("Hello, welcome!")
# Call the function "greet" greet()
2)
```

def add_numbers(a, b):

```
sum = a + b

return sum

result = add_numbers(3, 5)

print("The sum of the two numbers is:", result)
```

CLASSES:

In programming, a class is like a blueprint or template for creating objects. It defines the properties (attributes) and behaviors (methods) that objects of that class will have.

1)

class Dog:

QUESTION 02:

NUMPY AND PANDAS (THESE ARE LIBRARIES WE NEED TO CHECK ITS DOCUMENTATON)



QUESTION 03:

DATASET DOWNLOAD (MAX TWO DATASETS OF THE TOPIC SOME HOW RELATED TO THE CYBER SECURITY) (SOURCE: KAGGLE.COM)



