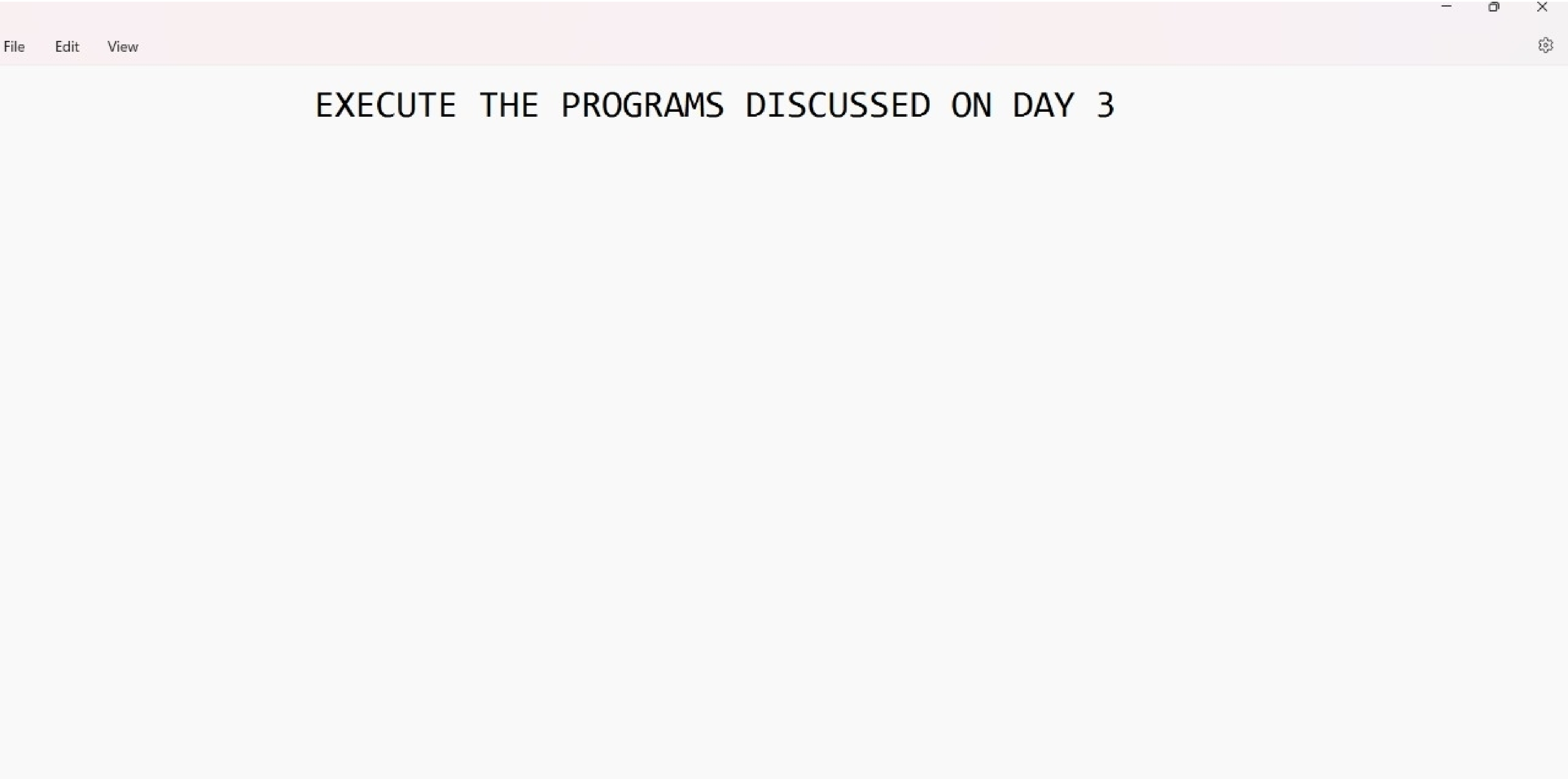
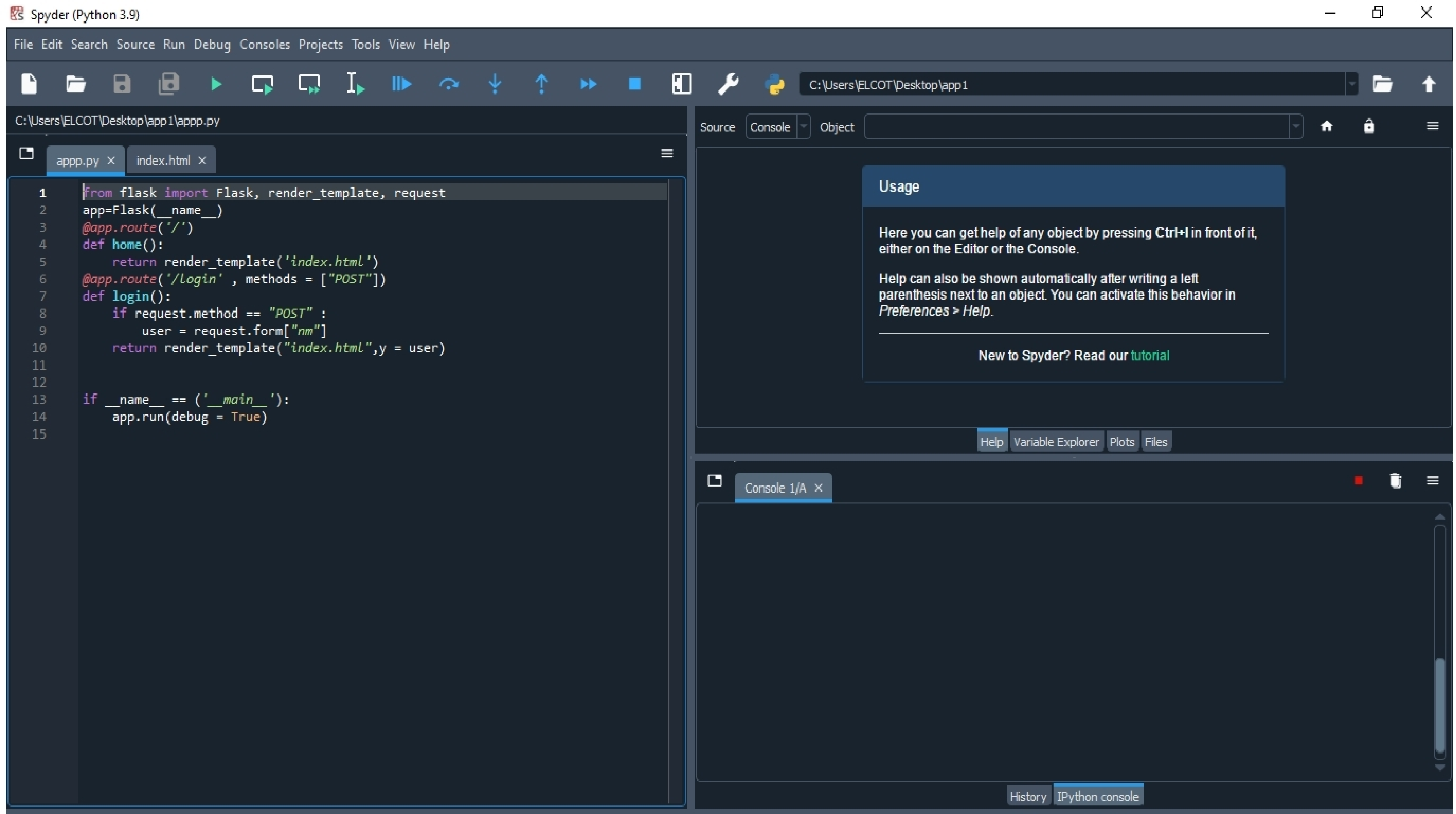

File
Edit
View

EXECUTE THE PROGRAMS DISCUSSED ON DAY 3


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
C:\Users\ELCOT\Desktop\app1\appp.py
appp.py
index.html
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

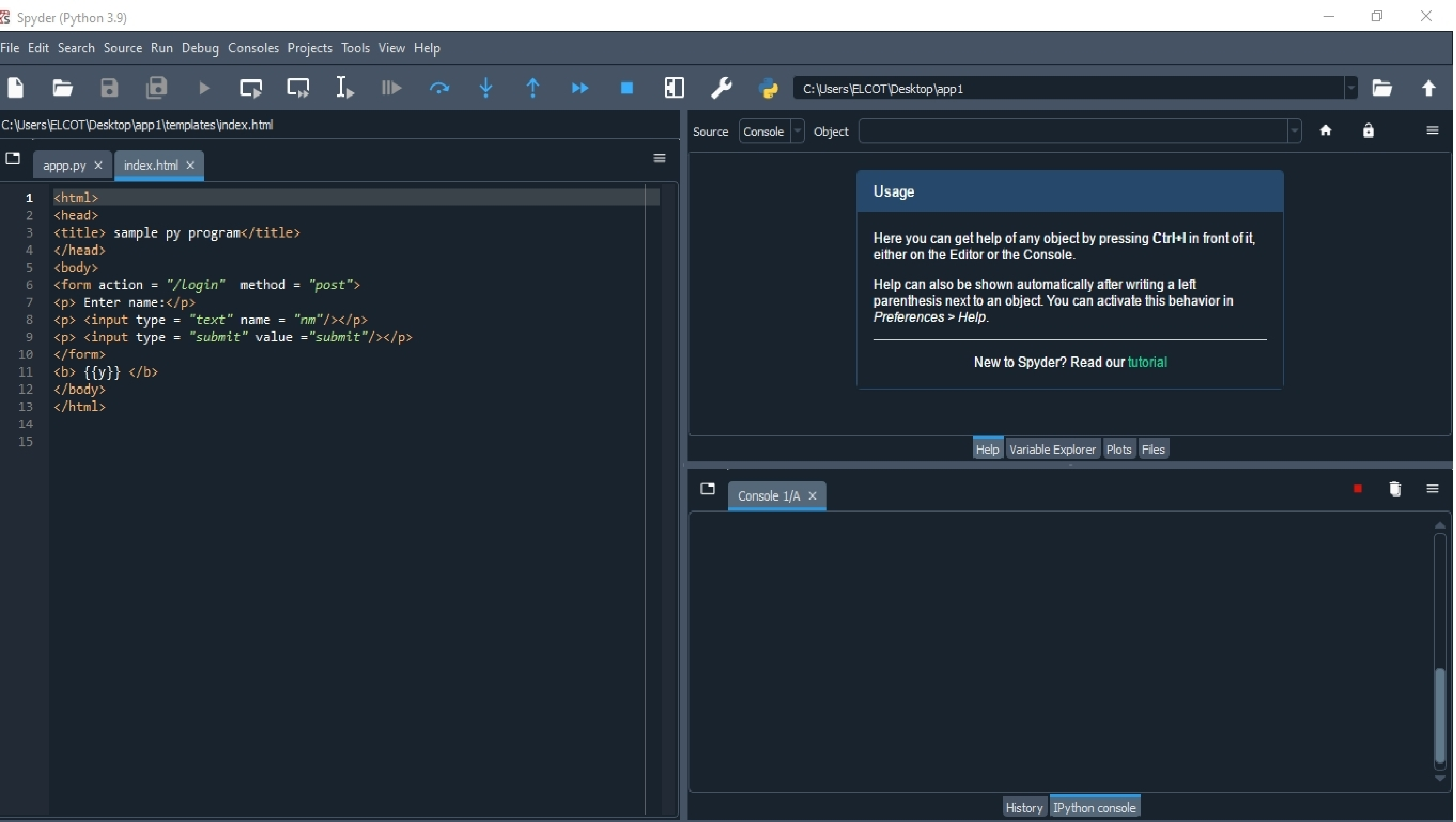
```
from flask import Flask, render_template, request
app=Flask(__name__)
@app.route('/')
def home():
    return render_template('index.html')
@app.route('/login' , methods = ["POST"])
def login():
    if request.method == "POST" :
        user = request.form["nm"]
    return render_template("index.html",y = user)


if __name__ == ('__main__'):
    app.run(debug = True)
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
appp.py
index.html
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

C:\Users\ELCOT\Desktop\app1

C:\Users\ELCOT\Desktop\app1\templates\index.html

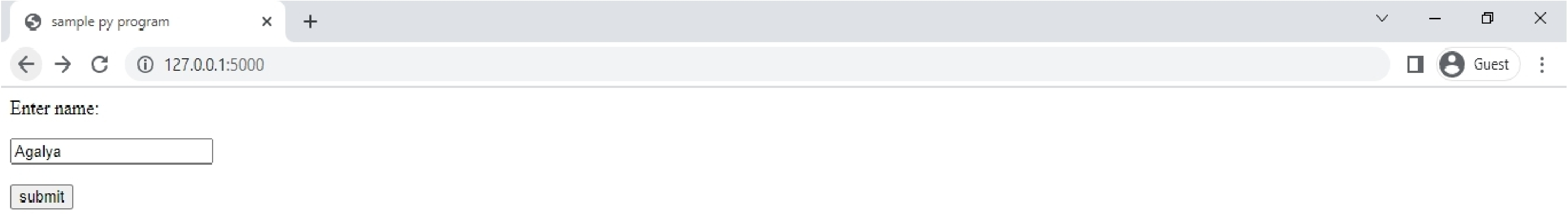
```
<html>
<head>
<title> sample py program</title>
</head>
<body>
<form action = "/login"  method = "post">
<p> Enter name:</p>
<p> <input type = "text" name = "nm"/></p>
<p> <input type = "submit" value ="submit"/></p>
</form>
<b> {{y}} </b>
</body>
</html>
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

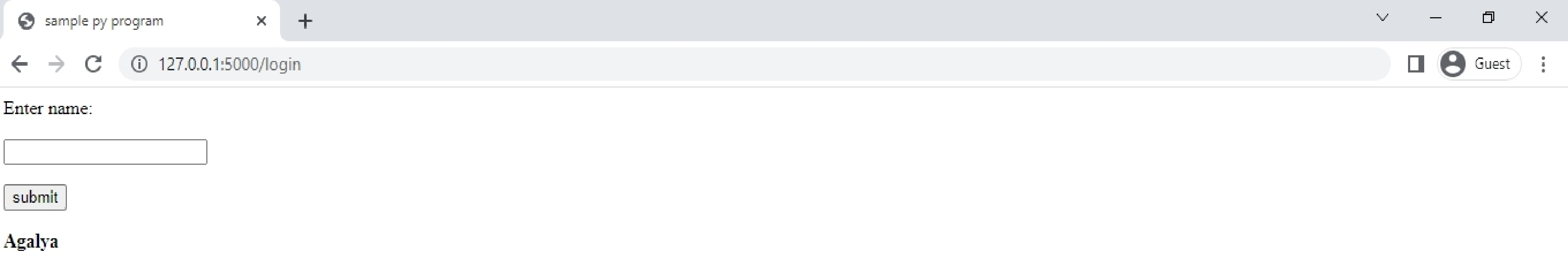
New to Spyder? Read our tutorial


sample py program
127.0.0.1:5000
Guest

Enter name:

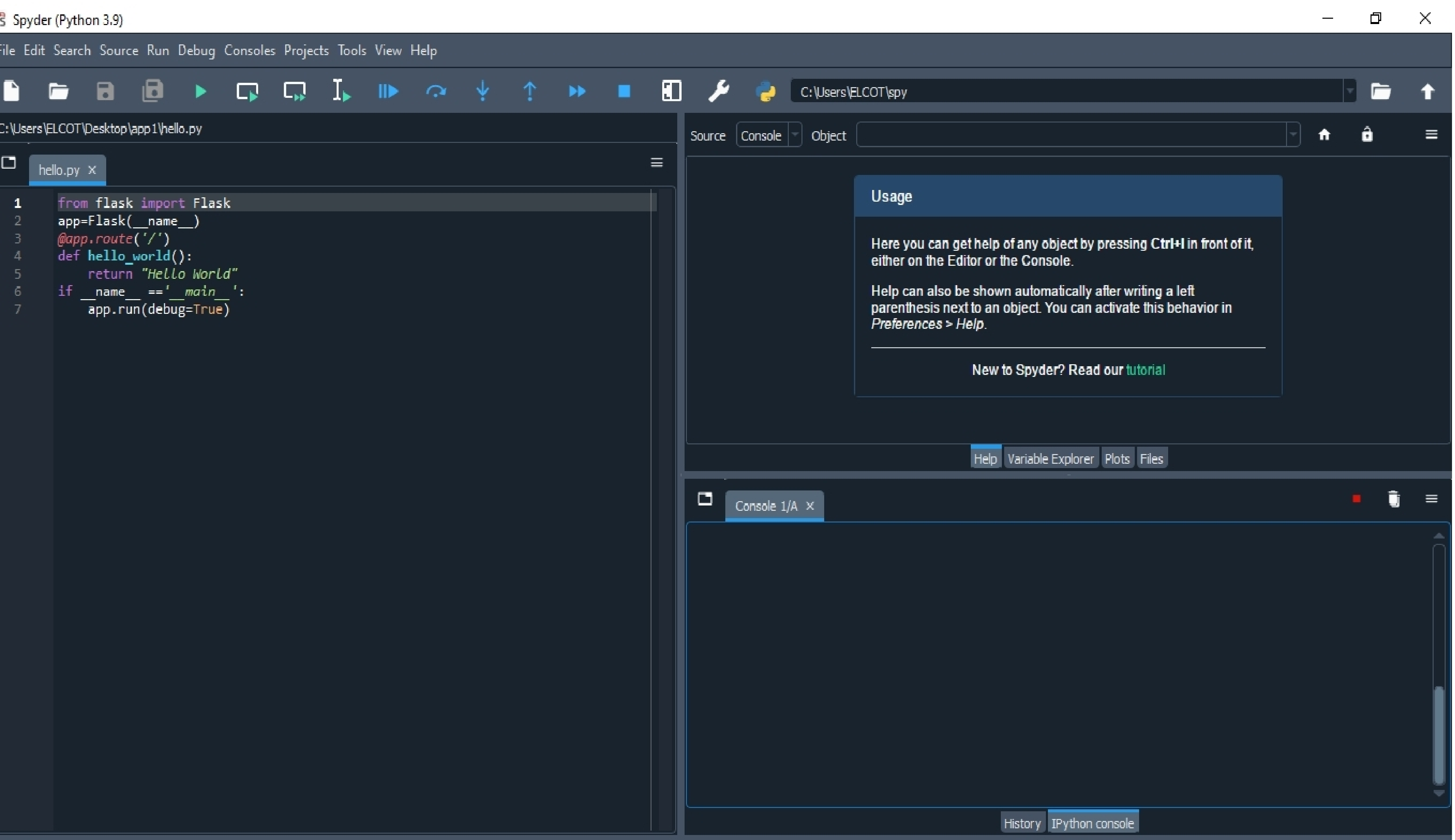
Agalya

submit


sample py program
127.0.0.1:5000/login
Guest
submit

Enter name:

Agalya


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\spy
C:\Users\ELCOT\Desktop\app1\hello.py
hello.py
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

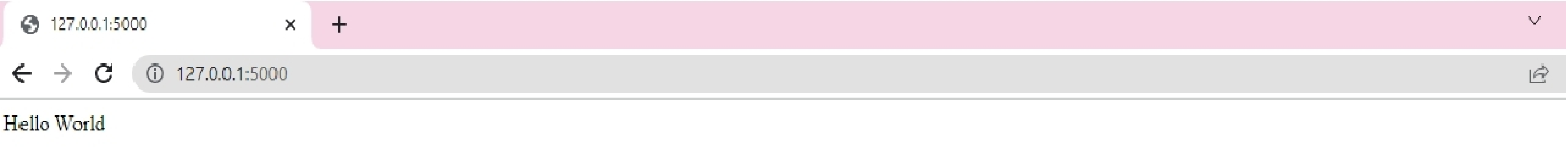
```
from flask import Flask
app=Flask(__name__)
@app.route('/')
def hello_world():
    return "Hello World"
if __name__ =='__main__':
    app.run(debug=True)
```

Usage

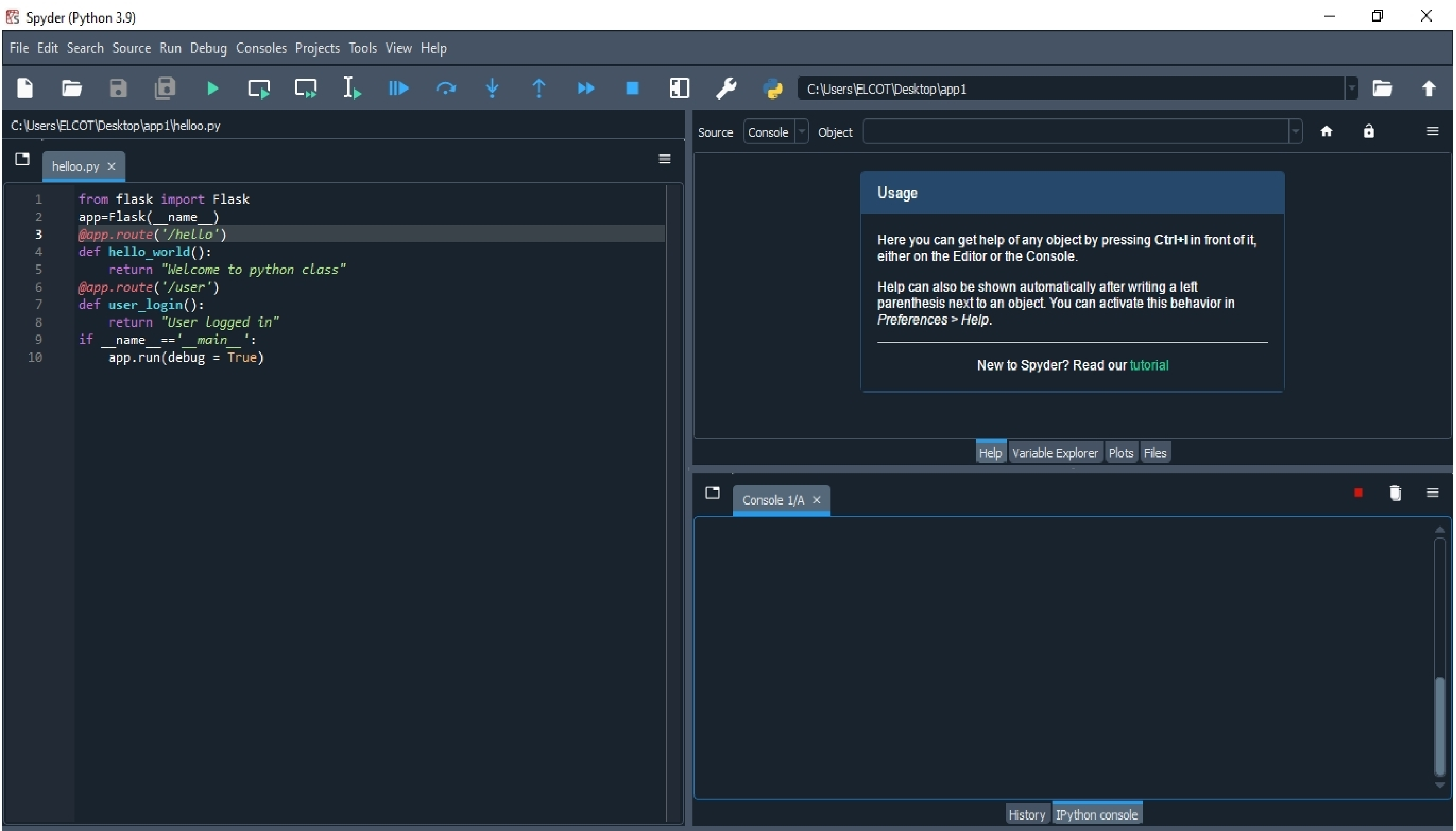
Here you can get help of any object by pressing Ctrl+I in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


127.0.0.1:5000
127.0.0.1:5000

Hello World


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
C:\Users\ELCOT\Desktop\app1\helloo.py
helloo.py
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

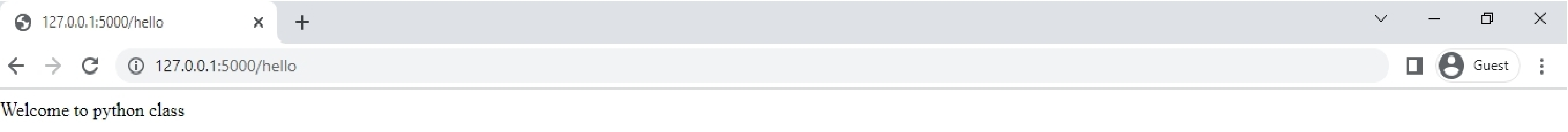
```python
from flask import Flask
app=Flask(__name__)
@app.route('/hello')
def hello_world():
    return "Welcome to python class"
@app.route('/user')
def user_login():
    return "User logged in"
if __name__=='__main__':
    app.run(debug = True)
```

Usage

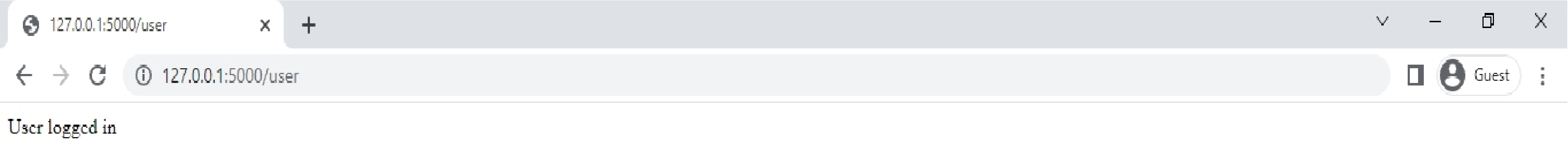
Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

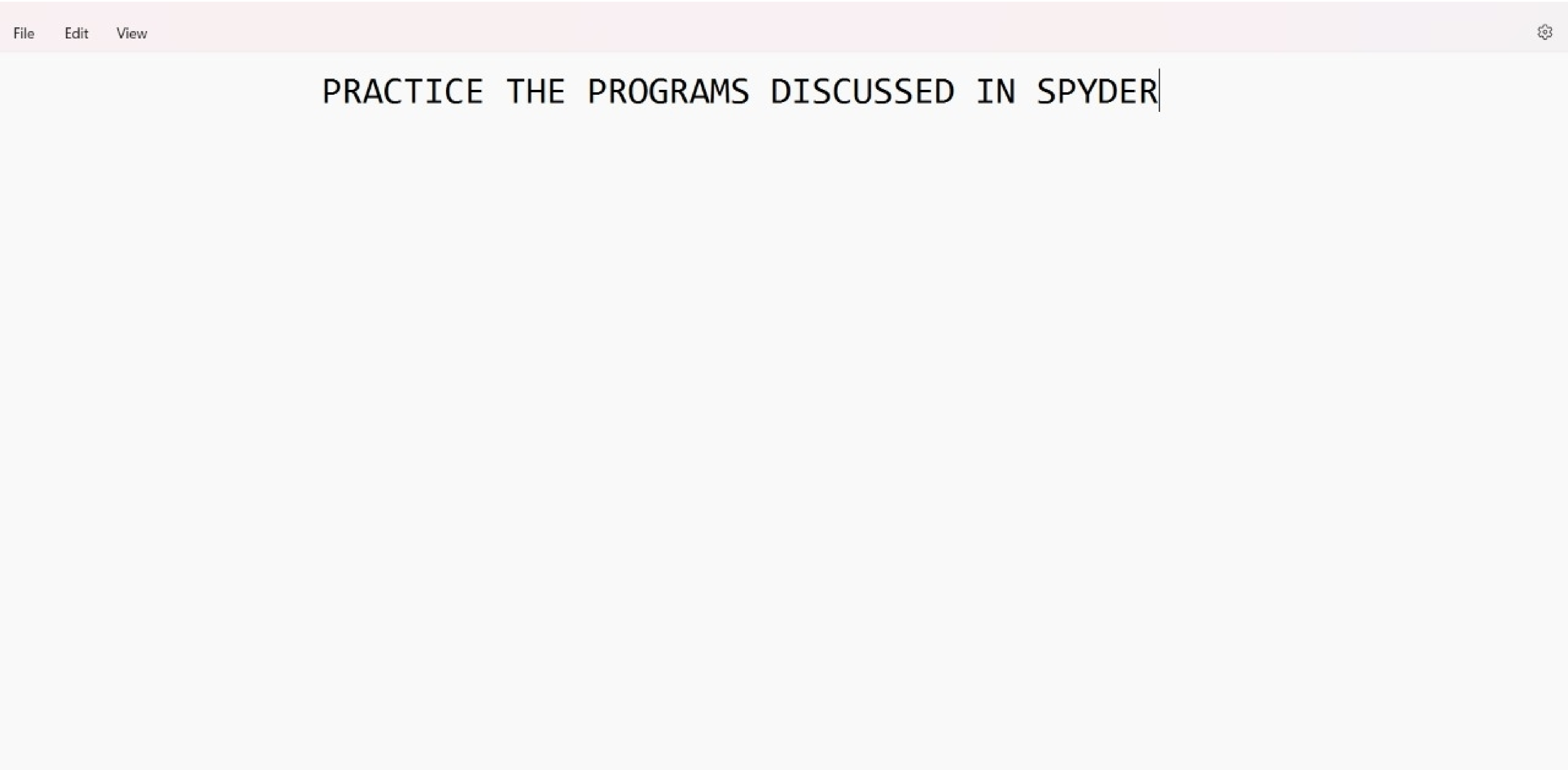
New to Spyder? Read our tutorial


127.0.0.1:5000/hello
127.0.0.1:5000/hello
Guest

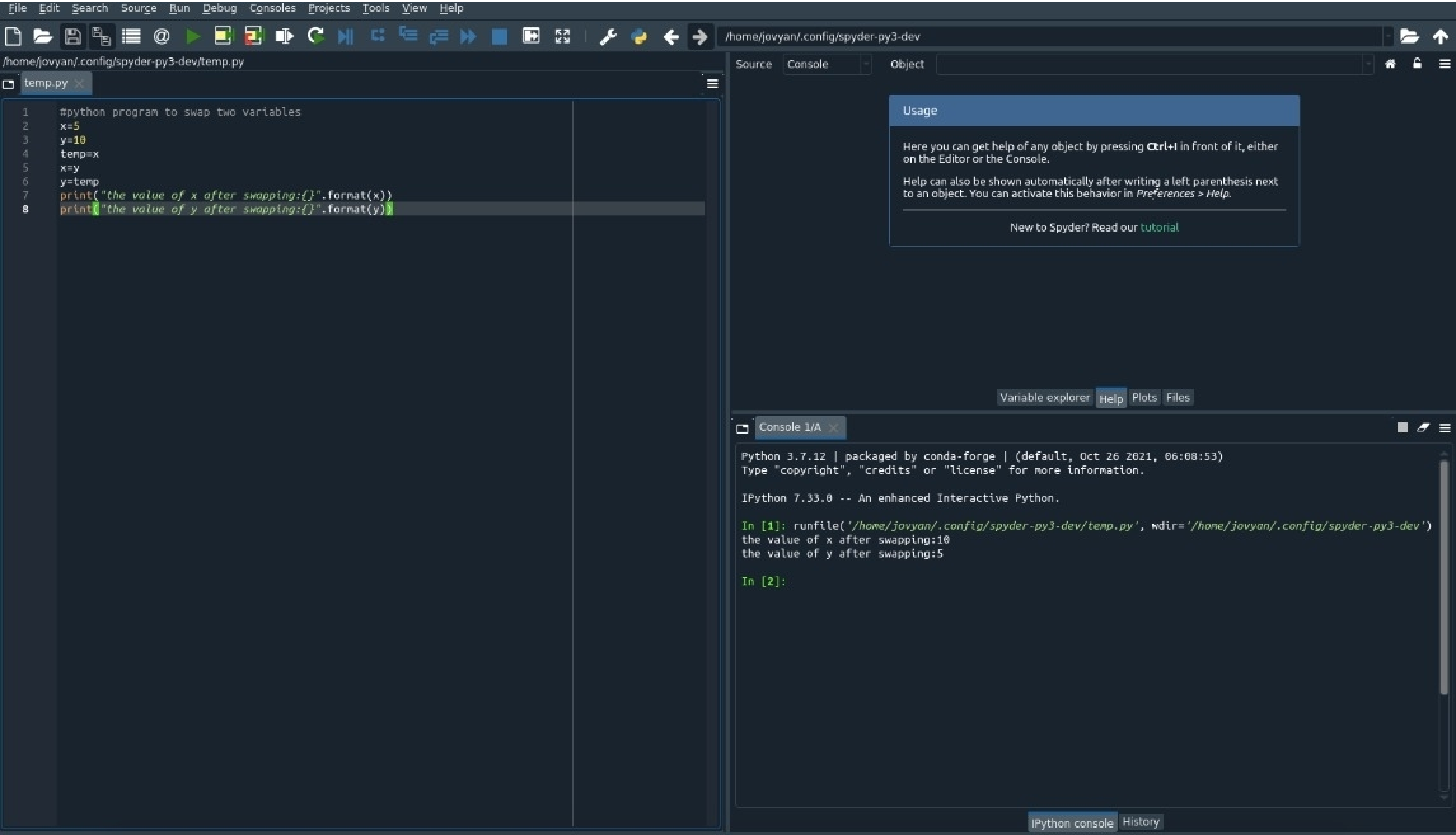
```
Welcome to python class
```


127.0.0.1:5000/user
127.0.0.1:5000/user
Guest

User logged in


File
Edit
View

PRACTICE THE PROGRAMS DISCUSSED IN SPYDER


File Edit Search Source Run Debug Consoles Projects Tools View Help
/home/jovyan/.config/spyder-py3-dev
/home/jovyan/.config/spyder-py3-dev/temp.py
temp.py
Source
Console
Object
Variable explorer
Help
Plots
Files
Console 1/A
IPython console
History

```python
#python program to swap two variables
x=5
y=10
temp=x
x=y
y=temp
print("the value of x after swapping:{}".format(x))
print("the value of y after swapping:{}".format(y))
```

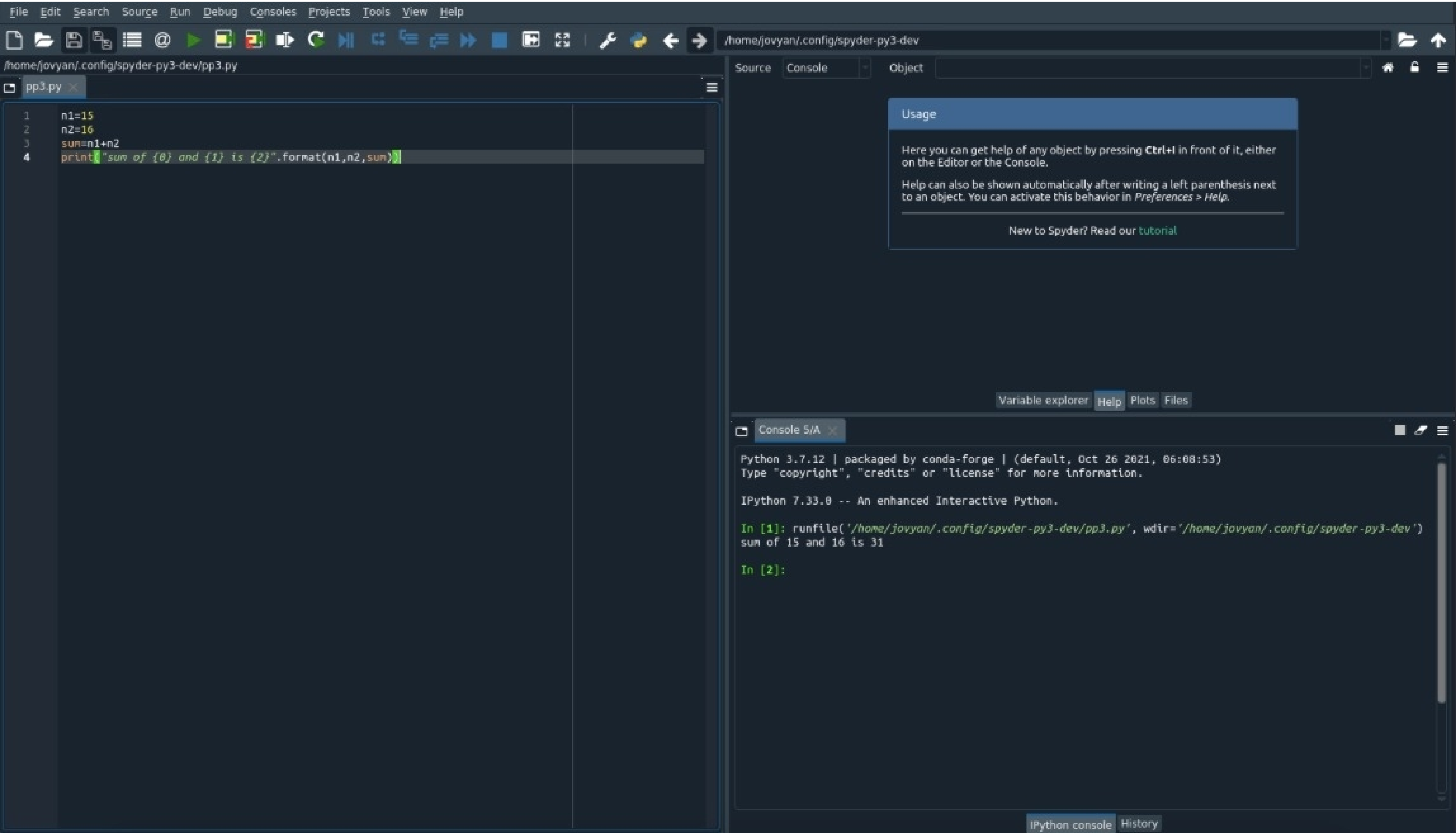
Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial

```
Python 3.7.12 | packaged by conda-forge | (default, Oct 26 2021, 06:08:53)
Type "copyright", "credits" or "license" for more information.

IPython 7.33.0 -- An enhanced Interactive Python.

In [1]: runfile('/home/jovyan/.config/spyder-py3-dev/temp.py', wdir='/home/jovyan/.config/spyder-py3-dev')
the value of x after swapping:10
the value of y after swapping:5

In [2]:
```


File Edit Search Source Run Debug Consoles Projects Tools View Help
/home/jovyan/.config/spyder-py3-dev
/home/jovyan/.config/spyder-py3-dev/pp3.py
pp3.py
Source
Console
Object
Variable explorer
Help
Plots
Files
Console 5/A
IPython console
History

```
n1=15
n2=16
sum=n1+n2
print("sum of {0} and {1} is {2}".format(n1,n2,sum))
```

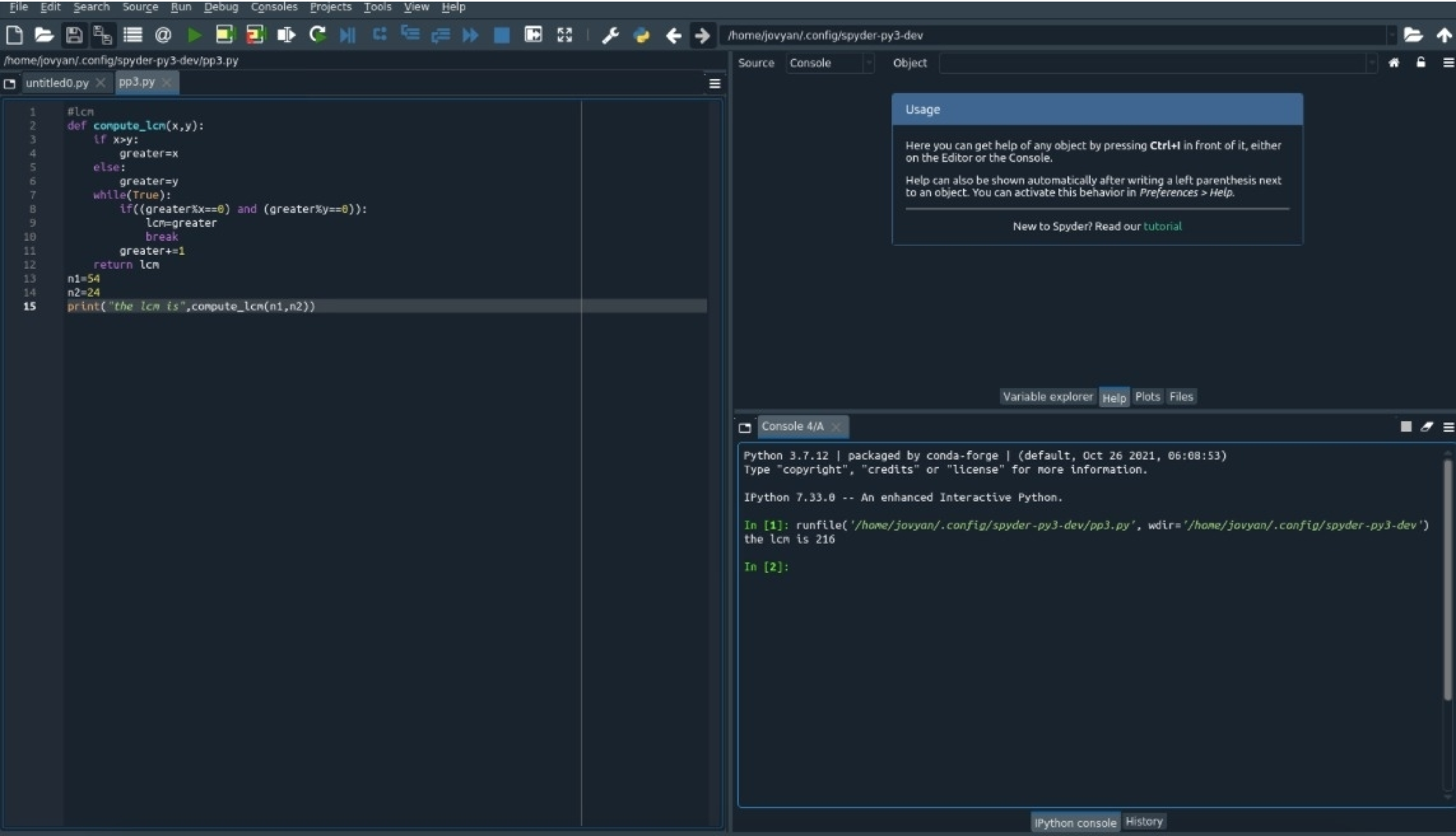
Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial

```
Python 3.7.12 | packaged by conda-forge | (default, Oct 26 2021, 06:08:53)
Type "copyright", "credits" or "license" for more information.

IPython 7.33.0 -- An enhanced Interactive Python.

In [1]: runfile('/home/jovyan/.config/spyder-py3-dev/pp3.py', wdir='/home/jovyan/.config/spyder-py3-dev')
sum of 15 and 16 is 31

In [2]:
```


File
Edit
Search
Source
Run
Debug
Consoles
Projects
Tools
View
Help
/home/jovyan/.config/spyder-py3-dev
/home/jovyan/.config/spyder-py3-dev/pp3.py
untitled0.py
pp3.py
Source
Console
Object
Variable explorer
Help
Plots
Files
Console 4/A
IPython console
History

```
#lcm
def compute_lcm(x,y):
    if x>y:
        greater=x
    else:
        greater=y
    while(True):
        if((greater%x==0) and (greater%y==0)):
            lcm=greater
            break
        greater+=1
    return lcm
n1=54
n2=24
print("the lcm is",compute_lcm(n1,n2))
```

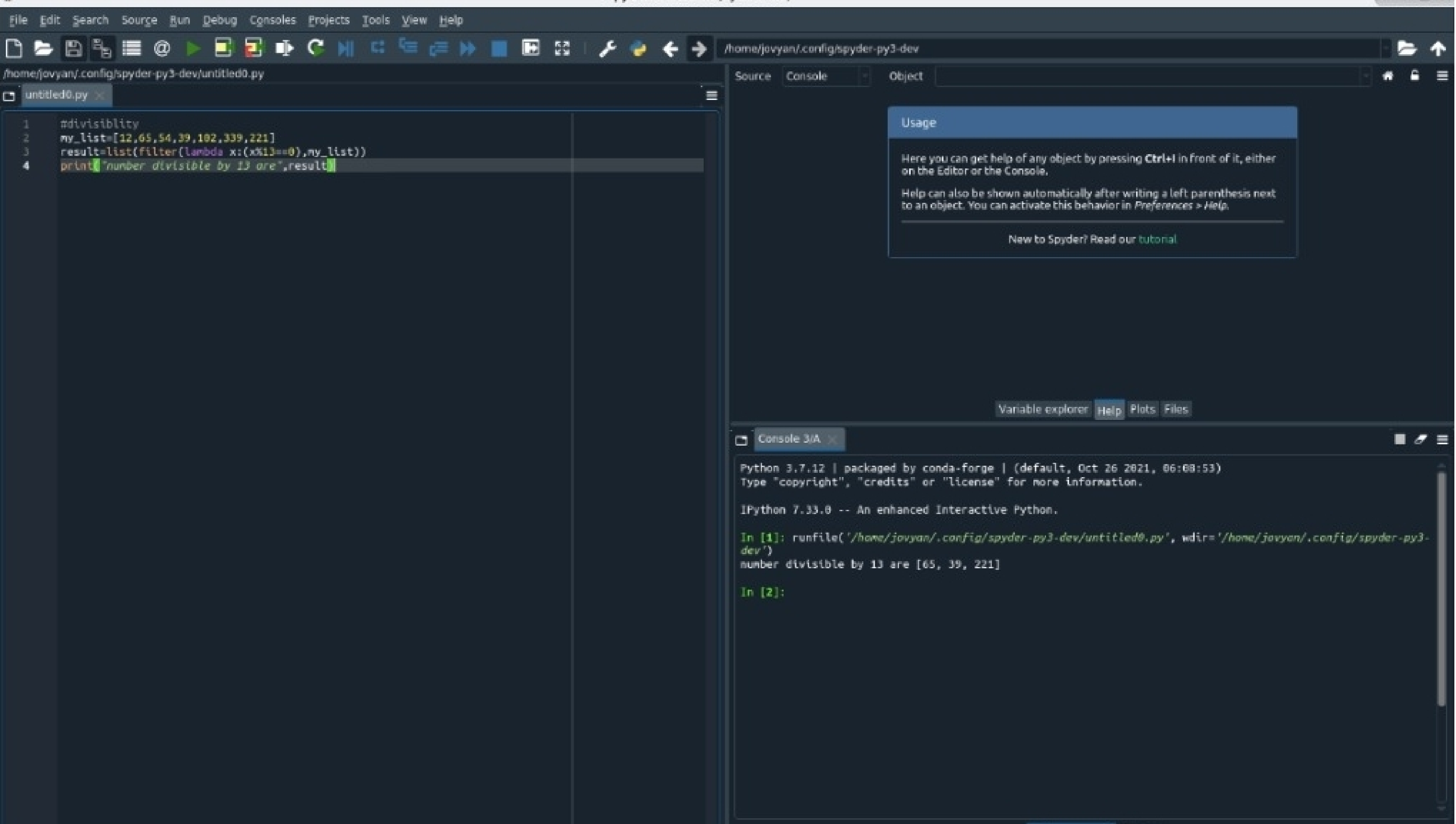
Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help.*

New to Spyder? Read our tutorial

```
Python 3.7.12 | packaged by conda-forge | (default, Oct 26 2021, 06:08:53)
Type "copyright", "credits" or "license" for more information.

IPython 7.33.0 -- An enhanced Interactive Python.

In [1]: runfile('/home/jovyan/.config/spyder-py3-dev/pp3.py', wdir='/home/jovyan/.config/spyder-py3-dev')
the lcm is 216

In [2]:
```


File Edit Search Source Run Debug Consoles Projects Tools View Help
/home/jovyan/.config/spyder-py3-dev
/home/jovyan/.config/spyder-py3-dev/untitled0.py
untitled0.py
Source Console Object
Variable explorer Help Plots Files
Console 3/A

```
#divisiblity
my_list=[12,65,54,39,102,339,221]
result=list(filter(lambda x:(x%13==0),my_list))
print("number divisible by 13 are",result)
```

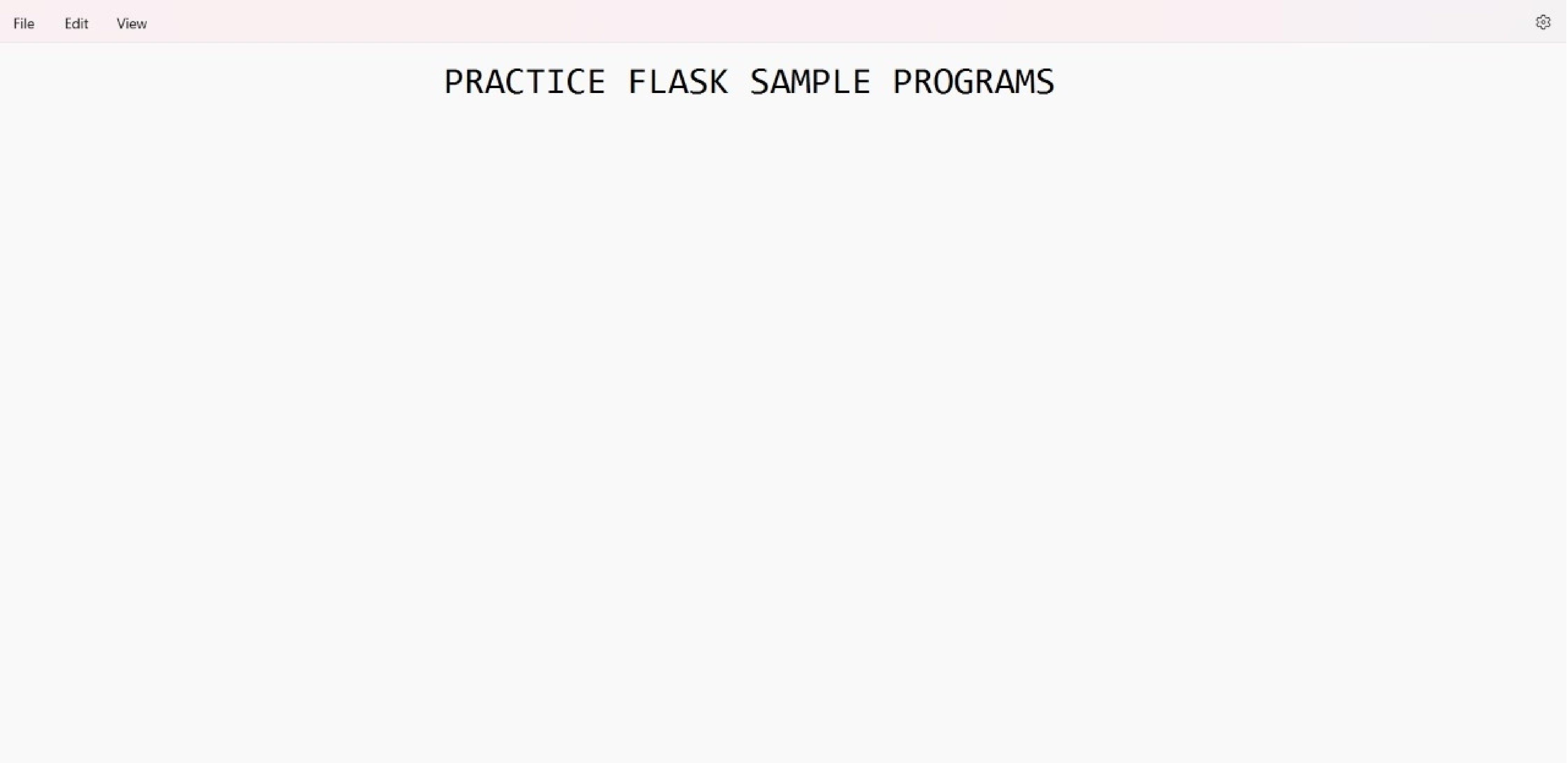
Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

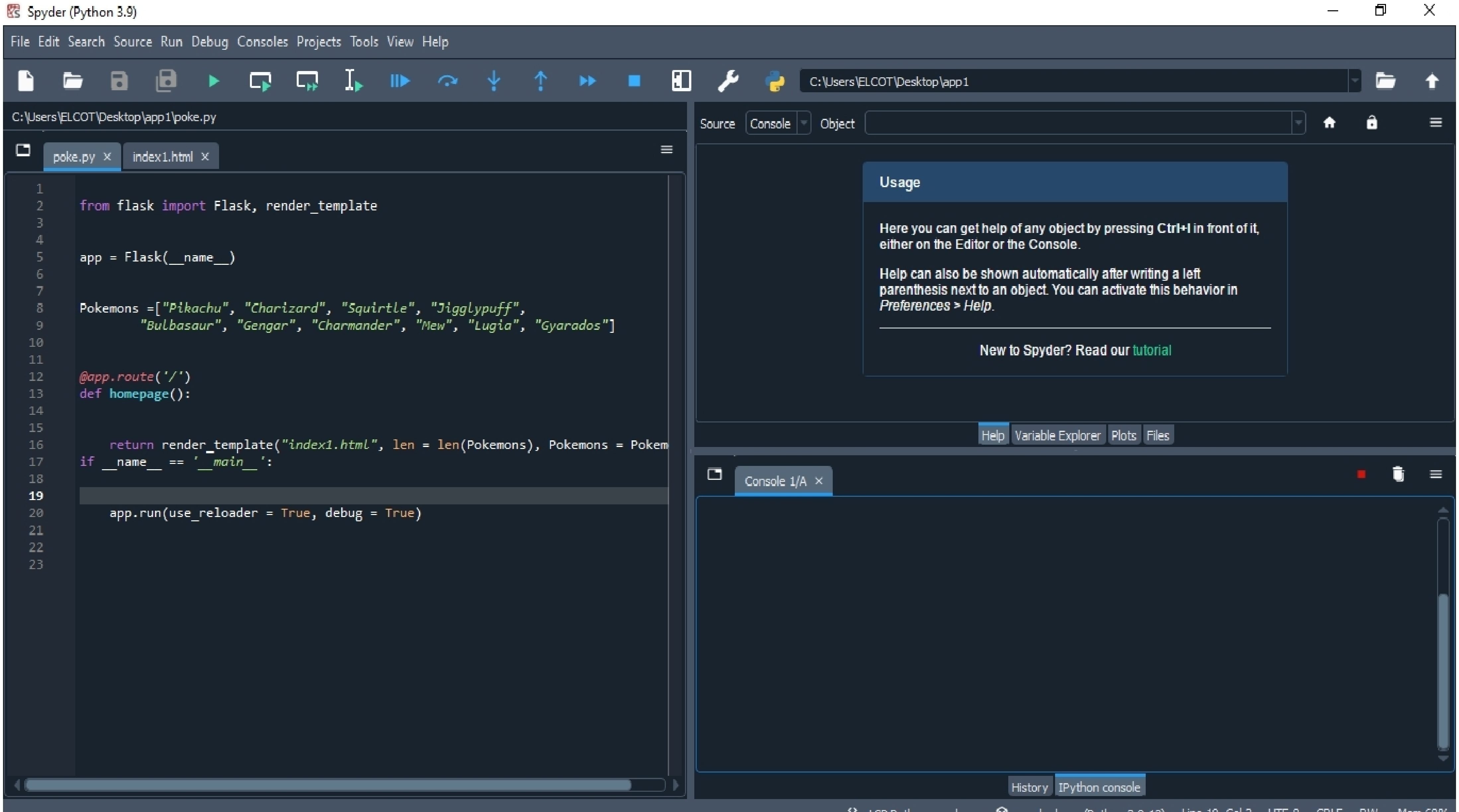
Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help.*

New to Spyder? Read our tutorial

```
Python 3.7.12 | packaged by conda-forge | (default, Oct 26 2021, 06:08:53)
Type "copyright", "credits" or "license" for more information.

IPython 7.33.0 -- An enhanced Interactive Python.

In [1]: runfile('/home/jovyan/.config/spyder-py3-dev/untitled0.py', wdir='/home/jovyan/.config/spyder-py3-
dev')
number divisible by 13 are [65, 39, 221]

In [2]:
```


File
Edit
View

PRACTICE FLASK SAMPLE PROGRAMS


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
C:\Users\ELCOT\Desktop\app1\poke.py
poke.py
index1.html
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

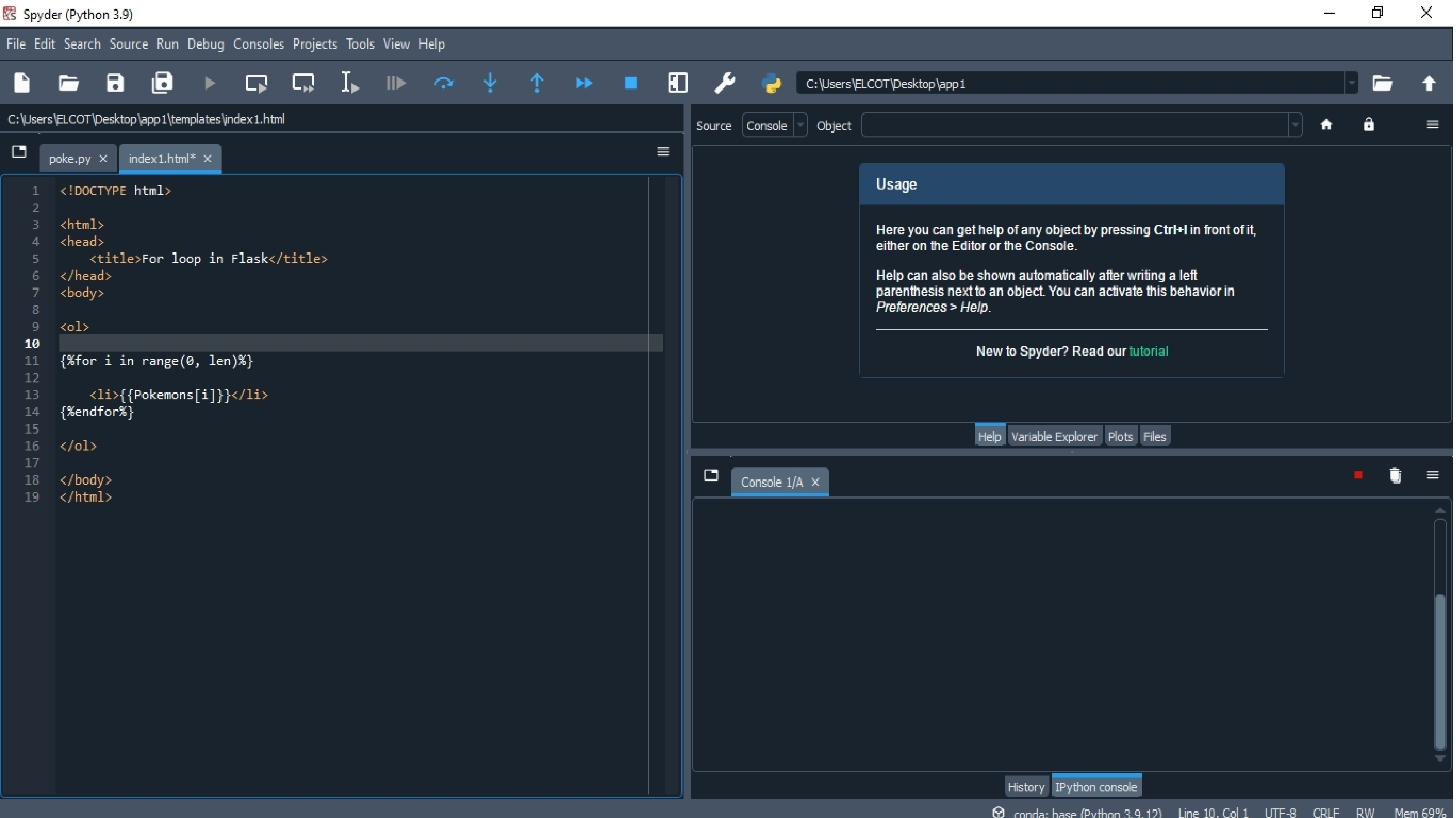
```python

from flask import Flask, render_template


app = Flask(__name__)


Pokemons =["Pikachu", "Charizard", "Squirtle", "Jigglypuff",
        "Bulbasaur", "Gengar", "Charmander", "Mew", "Lugia", "Gyarados"]


@app.route('/')
def homepage():


    return render_template("index1.html", len = len(Pokemons), Pokemons = Pokem
if __name__ == '__main__':


    app.run(use_reloader = True, debug = True)



```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
C:\Users\ELCOT\Desktop\app1\templates\index1.html
poke.py
index1.html*
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console
conda: base (Python 3.9.12)
Line 10, Col 1
UTF-8
CRLF
RW
Mem 69%

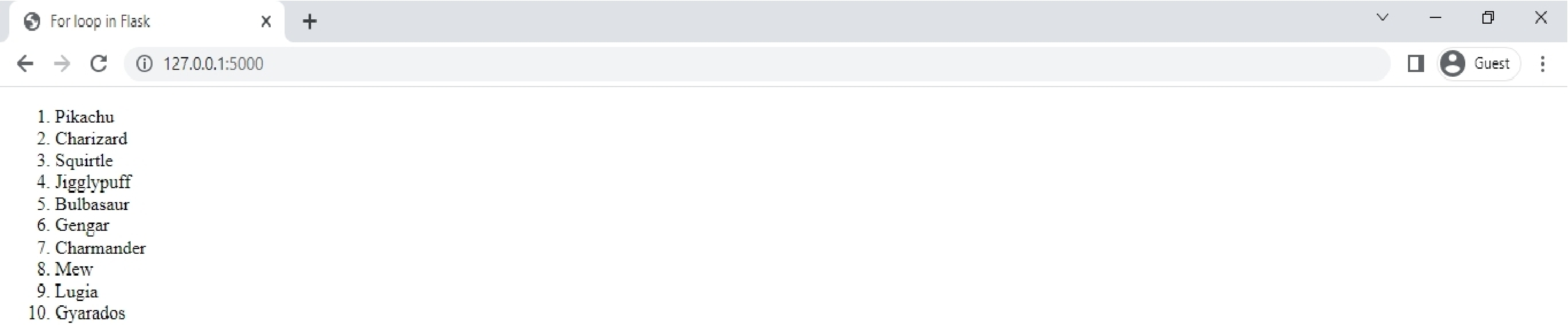
```
<!DOCTYPE html>

<html>
<head>
    <title>For loop in Flask</title>
</head>
<body>

<ol>

{%for i in range(0, len)%}

    <li>{{Pokemons[i]}}</li>
{%endfor%}

</ol>

</body>
</html>
```

Usage

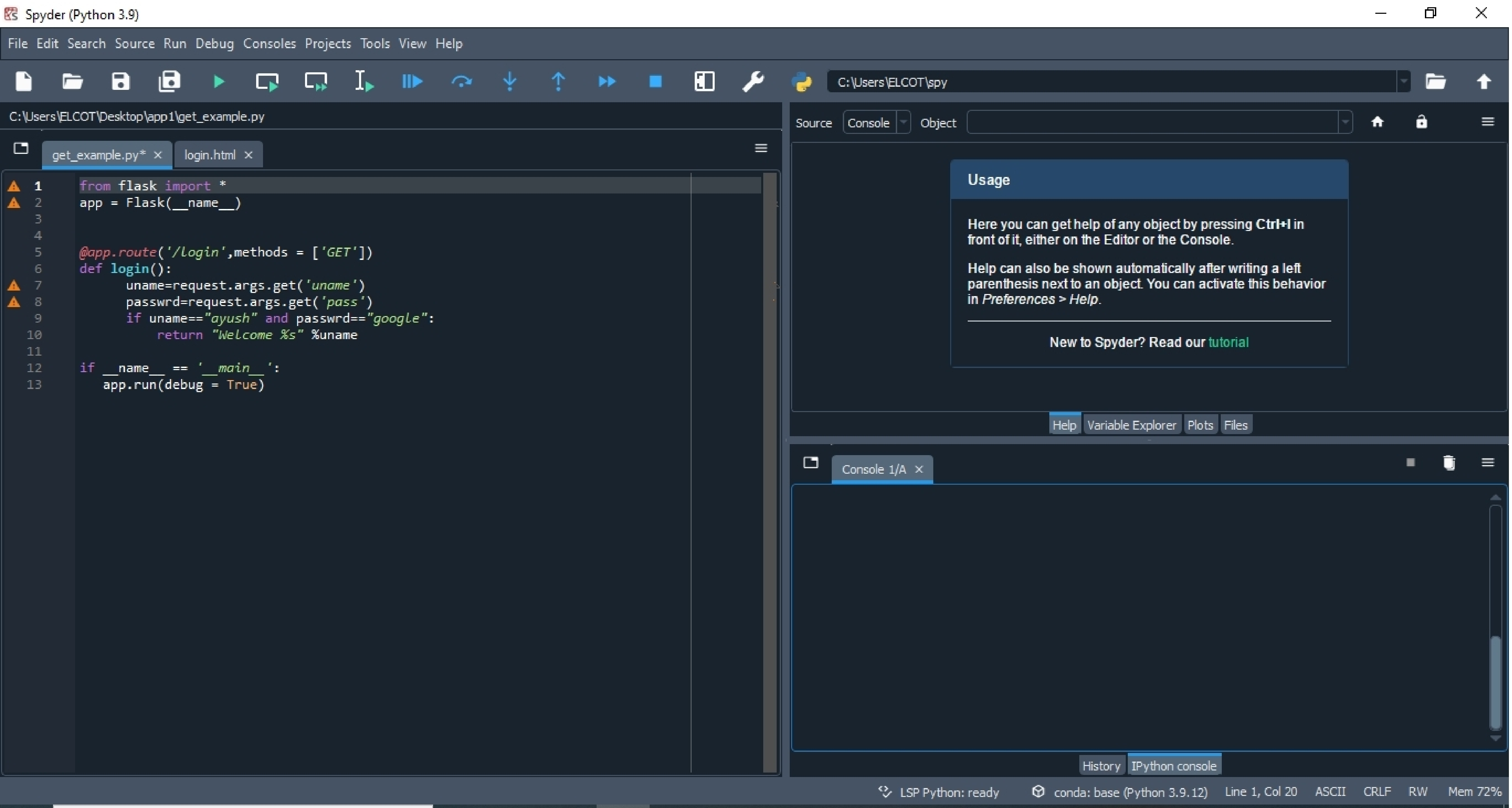
Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


For loop in Flask
127.0.0.1:5000
Guest

1. Pikachu
2. Charizard
3. Squirtle
4. Jigglypuff
5. Bulbasaur
6. Gengar
7. Charmander
8. Mew
9. Lugia
10. Gyarados


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\spy
C:\Users\ELCOT\Desktop\app1\get_example.py
get_example.py*
login.html
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console
LSP Python: ready
conda: base (Python 3.9.12)
Line 1, Col 20
ASCII
CRLF
RW
Mem 72%

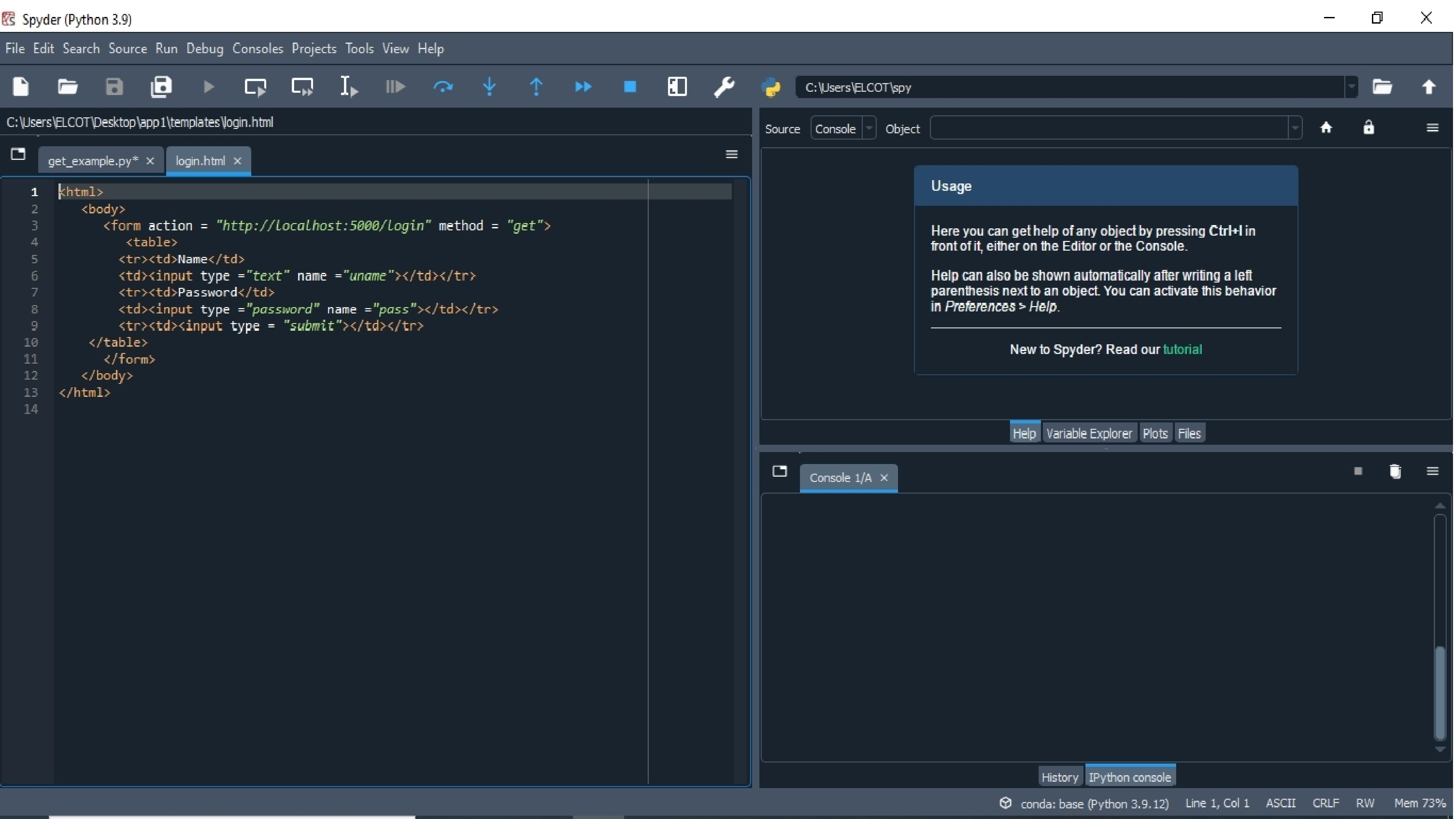
```
from flask import *
app = Flask(__name__)


@app.route('/login',methods = ['GET'])
def login():
      uname=request.args.get('uname')
      passwrd=request.args.get('pass')
      if uname=="ayush" and passwrd=="google":
          return "Welcome %s" %uname

if __name__ == '__main__':
   app.run(debug = True)
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


Spyder (Python 3.9)
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\spy
C:\Users\ELCOT\Desktop\app1\templates\login.html
get_example.py*
login.html
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console
conda: base (Python 3.9.12)
Line 1, Col 1
ASCII
CRLF
RW
Mem 73%

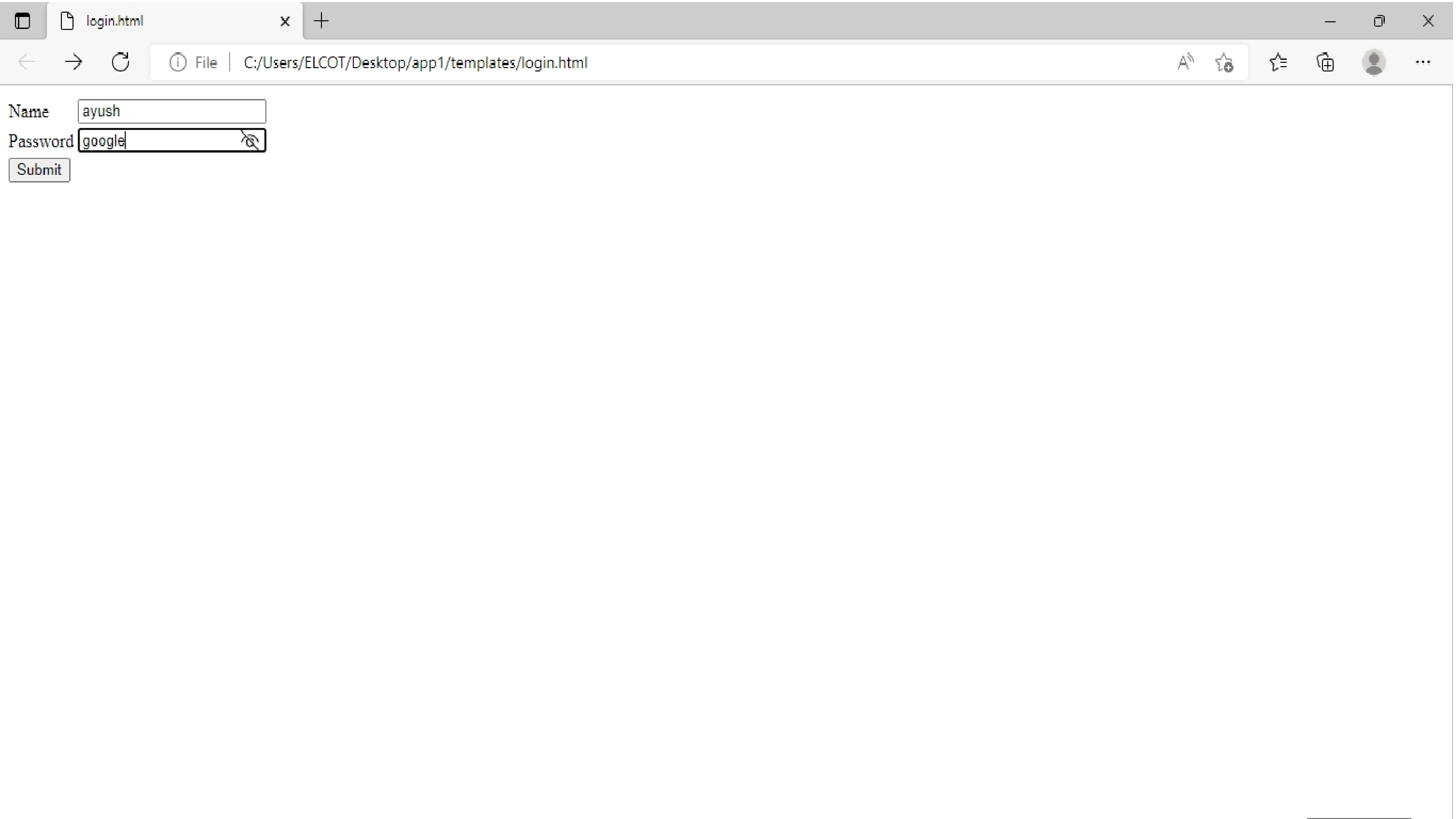
```
<html>
   <body>
      <form action = "http://localhost:5000/login" method = "get">
         <table>
        <tr><td>Name</td>
        <td><input type ="text" name ="uname"></td></tr>
        <tr><td>Password</td>
        <td><input type ="password" name ="pass"></td></tr>
        <tr><td><input type = "submit"></td></tr>
    </table>
      </form>
   </body>
</html>
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

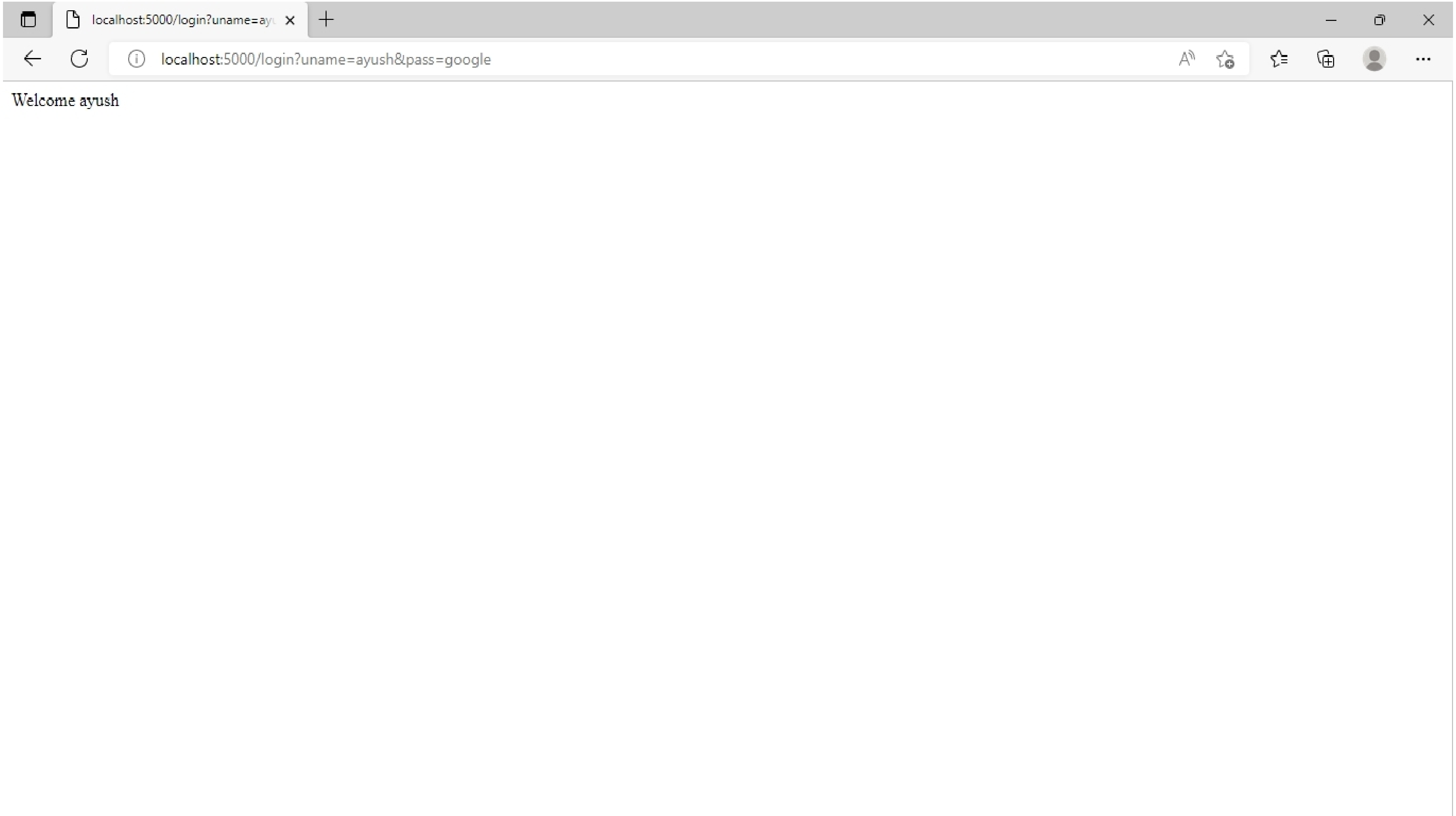
Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial

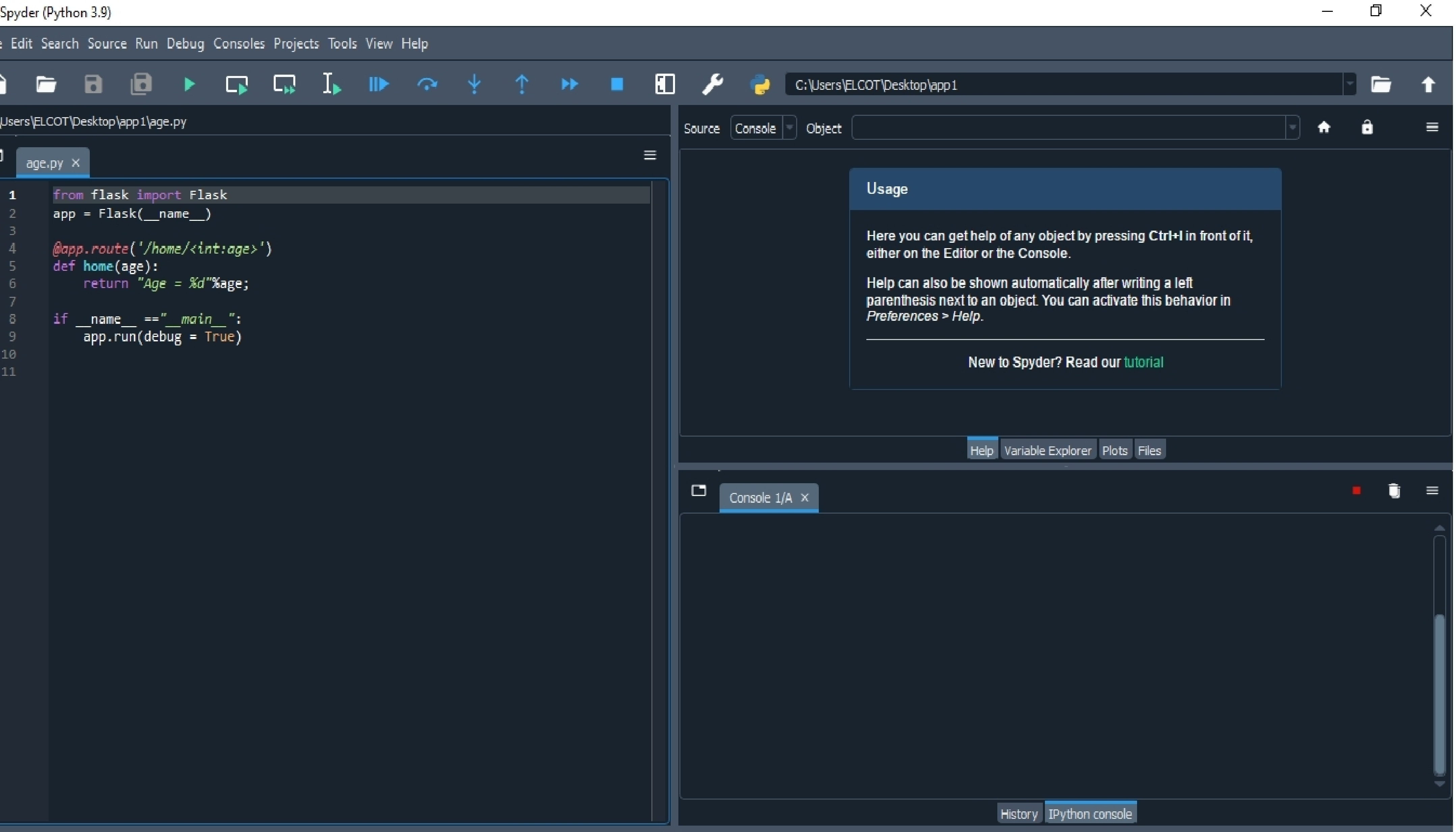

login.html
File
C:/Users/ELCOT/Desktop/app1/templates/login.html
Submit

Name ayush

Password google


localhost:5000/login?uname=ay
localhost:5000/login?uname=ayush&pass=google

Welcome ayush


Spyder (Python 3.9)
Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
Users\ELCOT\Desktop\app1\age.py
age.py
Source
Console
Object
Help
Variable Explorer
Plots
Files
Console 1/A
History
IPython console

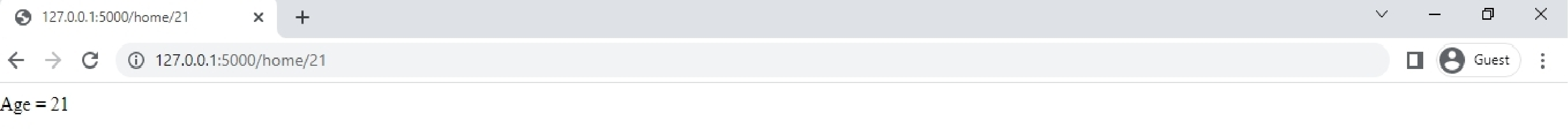
```
from flask import Flask
app = Flask(__name__)

@app.route('/home/<int:age>')
def home(age):
    return "Age = %d"%age;

if __name__ =="__main__":
    app.run(debug = True)
```

Usage

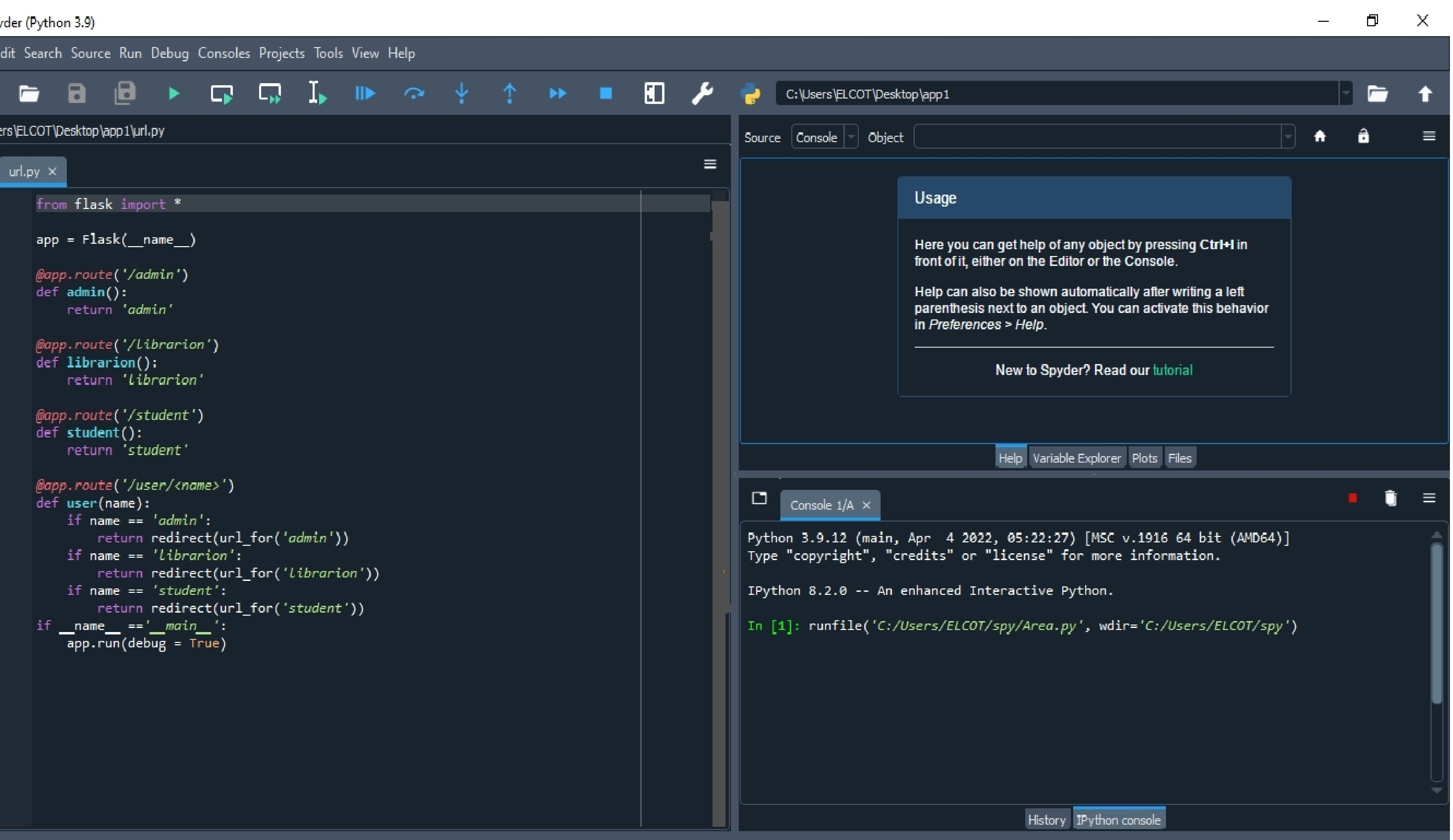
Here you can get help of any object by pressing Ctrl+I in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


127.0.0.1:5000/home/21
127.0.0.1:5000/home/21
Guest

Age = 21


yder (Python 3.9)
dit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
ers\ELCOT\Desktop\app1\url.py
url.py
Source Console Object
Help Variable Explorer Plots Files
Console 1/A
History IPython console

```
from flask import *

app = Flask(__name__)

@app.route('/admin')
def admin():
    return 'admin'

@app.route('/librarion')
def librarion():
    return 'librarion'

@app.route('/student')
def student():
    return 'student'

@app.route('/user/<name>')
def user(name):
    if name == 'admin':
        return redirect(url_for('admin'))
    if name == 'librarion':
        return redirect(url_for('librarion'))
    if name == 'student':
        return redirect(url_for('student'))
if __name__ =='__main__':
    app.run(debug = True)
```

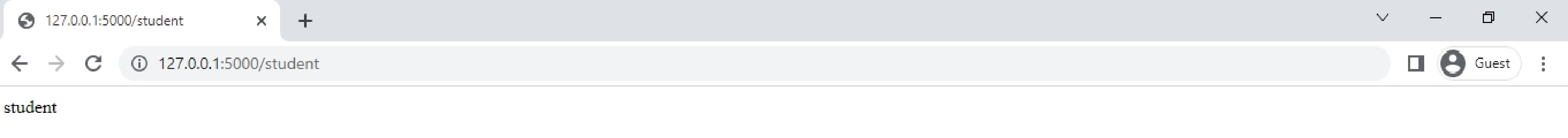
Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

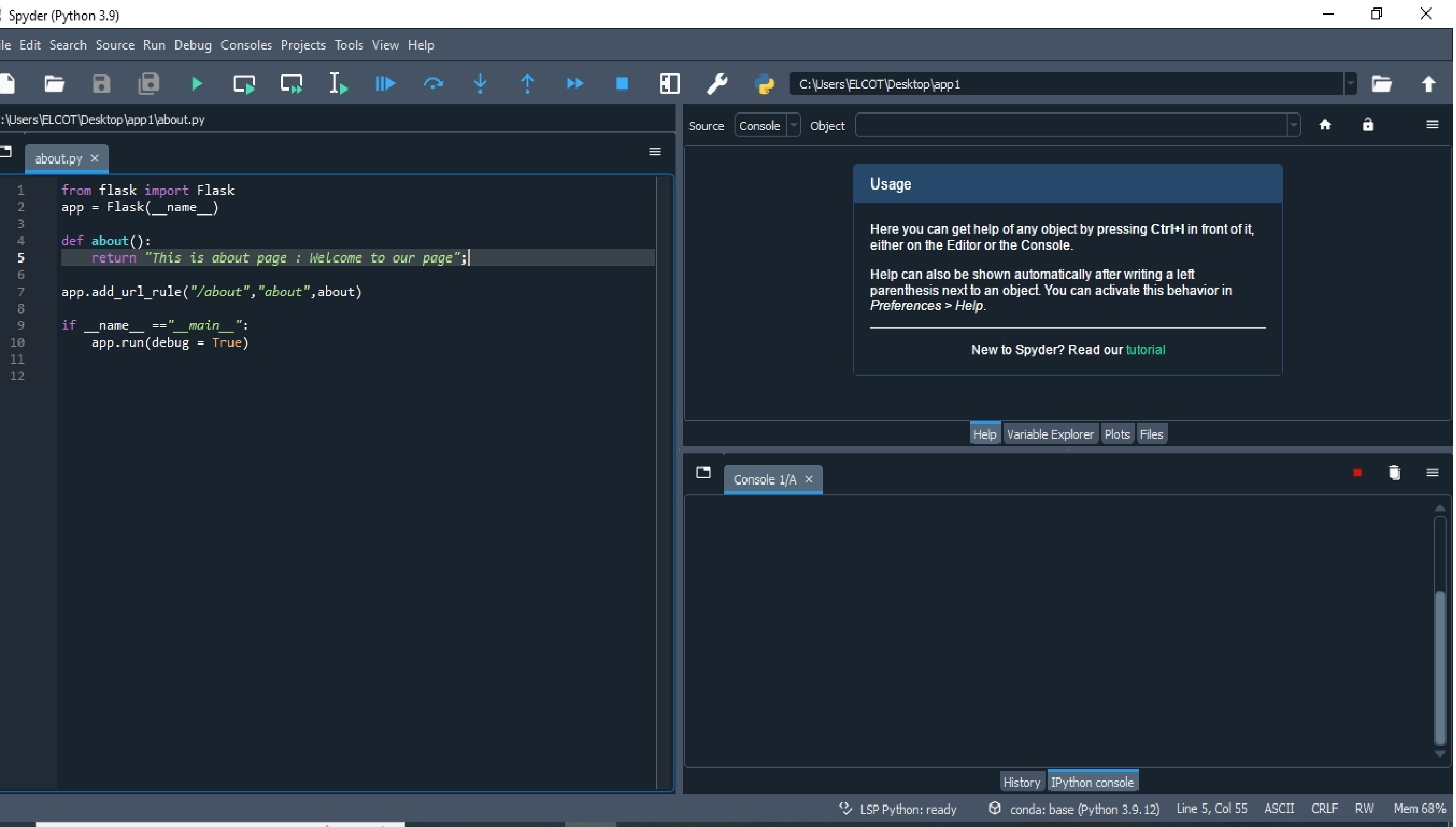
Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial

```
Python 3.9.12 (main, Apr  4 2022, 05:22:27) [MSC v.1916 64 bit (AMD64)]
Type "copyright", "credits" or "license" for more information.

IPython 8.2.0 -- An enhanced Interactive Python.

In [1]: runfile('C:/Users/ELCOT/spy/Area.py', wdir='C:/Users/ELCOT/spy')
```


127.0.0.1:5000/student
127.0.0.1:5000/student
Guest

student


Spyder (Python 3.9)
le Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\ELCOT\Desktop\app1
:\Users\ELCOT\Desktop\app1\about.py
about.py
Source Console Object
Help Variable Explorer Plots Files
Console 1/A
History IPython console
LSP Python: ready
conda: base (Python 3.9.12)
Line 5, Col 55
ASCII
CRLF
RW
Mem 68%

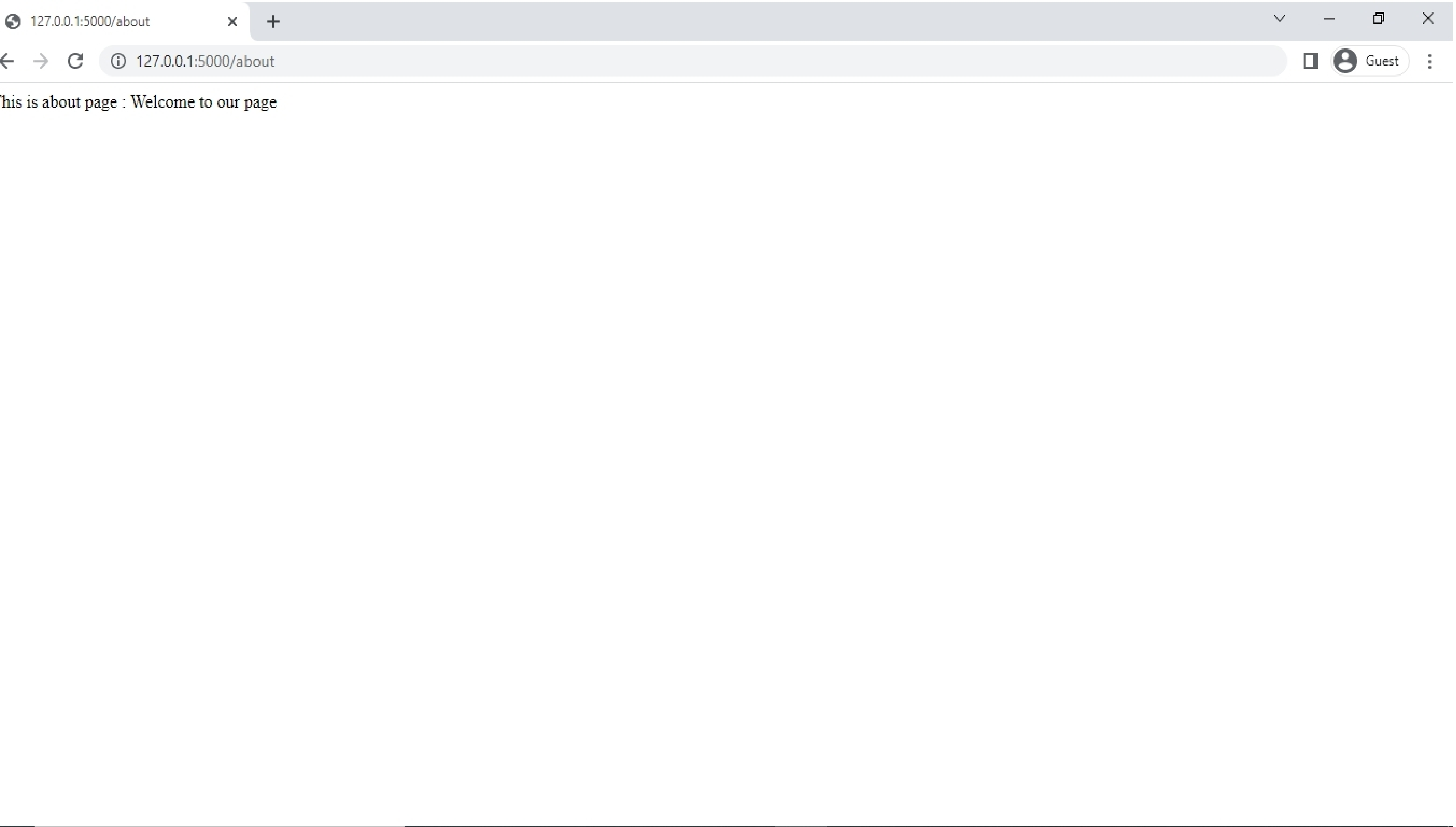
```
from flask import Flask
app = Flask(__name__)

def about():
    return "This is about page : Welcome to our page";

app.add_url_rule("/about","about",about)

if __name__ =="__main__":
    app.run(debug = True)
```

Usage

Here you can get help of any object by pressing Ctrl+I in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our tutorial


127.0.0.1:5000/about
127.0.0.1:5000/about
Guest

his is about page : Welcome to our page