ASSIGNMENT 2

1.PRACTICE PYTHON IN IDLE:

```
Python 3.4.2 Shell
File Edit Shell Debug Options Windows Help
Python 3.4.2 (v3.4.2:ab2c023a9432, Oct 6 2014, 22:15:05) [MSC v
.1600 32 bit (Intel)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> while True:
       print ("Enter '0' for exit.")
       val = int(input("Guess a Number: "))
        if val == 0:
                break
        elif(val>10 and val<100):
               print("What a guess..!!\n")
       else:
               print("Opps..!!\n")
Enter '0' for exit.
Guess a Number: 20
What a guess..!!
Enter '0' for exit.
Guess a Number: 1
Opps..!!
Enter '0' for exit.
Guess a Number: 0
                                      codescracker.com
>>>
                                                            Ln: 24 Col: 4
60 × 490
```

```
Edit Shell Debug Options Window Help
import time
def countdown(t):
    while t > 0:
        print(t)
        t -= 1
        time.sleep(1)
    print("BLAST OFF!")
print("How many seconds to count down? Enter an intege
seconds = input()
while not seconds.isdigit():
    print("That wasn't an integer! Enter an integer:")
    seconds = input()
seconds = int(seconds)
countdown(seconds)
```

00 × 900

wilti How to Make a Countdown

```
76 Python Shell
File Edit Shell Debug Options Windows Help
Python 3.2a3 (r32a3:85355, Oct 10 2010, 15:59:23) [MSC v.1500 64 bit (AMD64)] on
win32
Type "copyright", "credits" or "license()" for more information.
>>> 2 ** 100
1267650600228229401496703205376
>>> 'blah! ' * 10
'blah! blah! blah! blah! blah! blah! blah! blah! blah! '
>>> x = 'Python '
>>> x + 'IDLE'
'Python IDLE'
>>> import os
>>> os.getcwd()
'C:\\Python32'
>>> import sys
>>> sys.platform
'win32'
>>> sys.path
['C:\\Python32\\Lib\\idlelib', 'C:\\Windows\\system32\\python32.zip', 'C:\\Pytho
n32\\DLLs', 'C:\\Python32\\lib\, 'C:\\Python32', 'C:\\Python32\\lib\\site-packag
es']
>>> help(bin)
Help on built-in function bin in module builtins:
bin(...)
   bin(number) -> string
    Return the binary representation of an integer or long integer.
>>>
```

Ln: 26 Col: 4

```
Python 3.6.4 Shell
Python 3.6.4 (v3.6.4:d48ecebad5, Dec 18 2017, 21:07:28)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> WARNING: The version of Tcl/Tk (8.5.9) in use may be unstable.
Visit http://www.python.org/download/mac/tcltk/ for current information.
import pynput
Traceback (most recent call last):
  File "<pyshell#0>", line 1, in <module>
    import pynput
ModuleNotFoundError: No module named 'pynput'
>>> import sys
>>> sys.version
'3.6.4 (v3.6.4:d48ecebad5, Dec 18 2017, 21:07:28) \n[GCC 4.2.1 (Apple In
5666) (dot 3)]'
>>> sys.path
['', '/Users/jwgsolitude/Documents', '/Library/Frameworks/Python.framewo
ons/3.6/lib/python36.zip', '/Library/Frameworks/Python.framework/Version
b/python3.6', '/Library/Frameworks/Python.framework/Versions/3.6/lib/pyt
ib-dynload', '/Library/Frameworks/Python.framework/Versions/3.6/lib/pyth
te-packages']
>>>
```

```
7 Python Shell
File Edit Shell Debug Options Windows Help
Python 3.2a3 (r32a3:85355, Oct 10 2010, 15:59:23) [MSC v.1500 64 bit (AMD64)] on
Type "copyright", "credits" or "license()" for more information.
>>> 2 ** 100
1267650600228229401496703205376
>>> 'blah! ' * 10
'blah! blah! blah! blah! blah! blah! blah! blah! blah! '
>>> x = 'Python'
>>> x + 'IDLE'
'Python IDLE'
>>> import os
>>> os.getcwd()
'C:\\Python32'
>>> import sys
>>> sys.platform
'win32'
>>> sys.path
['C:\\Python32\\Lib\\idlelib', 'C:\\Windows\\system32\\python32.zip', 'C:\\Pytho
n32\\DLLs', 'C:\\Python32\\lib\\site-packag
es']
>>> help(bin)
Help on built-in function bin in module builtins:
bin(...)
   bin(number) -> string
   Return the binary representation of an integer or long integer.
>>>
                                                                        Ln: 26 Col: 4
```

```
*Python 3.8.2 Shell*
  File Edit Shell Debug Options Window Help
 Python 3.8.2 (default, Jul 16 2020, 14:00:26)
  [GCC 9.3.0] on linux
  Type "help", "copyright", "credits" or "license()" for more information.
  >>> help
  Type help() for interactive help, or help(object) for help about object.
  >>> help()
  Welcome to Python 3.8's help utility!
  If this is your first time using Python, you should definitely check out
  the tutorial on the Internet at https://docs.python.org/3.8/tutorial/.
  Enter the name of any module, keyword, or topic to get help on writing
  Python programs and using Python modules. To quit this help utility and
  return to the interpreter, just type "quit".
  To get a list of available modules, keywords, symbols, or topics, type
  "modules", "keywords", "symbols", or "topics". Each module also comes with a one-line summary of what it does; to list the modules whose name
  or summary contain a given string such as "spam", type "modules spam".
  help>
20 × 340
Python 3.8.4rc1 Shell
                                                                             File Edit Shell Debug Options Window Help
Python 3.8.4rcl (tags/v3.8.4rcl:6c38841, Jun 30 2020, 15:17:30)
 [MSC v.1924 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more inf
ormation.
>>> print("Hello World")
Hello World
>>> 10+30
40
>>> 50-40
                               © Tutlane.com
10
>>> 60*3
180
>>>
```

Lou 11 Colu 4

```
*myFile.py - /Users/mpneary/Documents/myFile.pu
user_input = input("What is your name? ")

if user_input == "Python":
    print("Welcome to IDLE!")

else:
    print("Welcome to Python!")

print("This statement is an unsaved change!")

Python 3.7.1 (v3.7.1:260ec2c36a, Oct 20 2018, 03:13:28)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "help", "copyright", "credits" or "license()" for more information
>>> x = 5
>>> print(x)
```

>>> print(x)

>>>

print(x)

Traceback (most recent call last):

NameError: name 'x' is not defined

File "<pyshell#2>", line 1, in <module>

==== RESTART: Shell ====

```
Python 3.8.2 (default, Jul 16 2020, 14:00:26)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license()" for more information.
>>> help
Type help() for interactive help, or help(object) for help about object.
>>> help()

Welcome to Python 3.8's help utility!

If this is your first time using Python, you should definitely check out the tutorial on the Internet at https://docs.python.org/3.8/tutorial/.

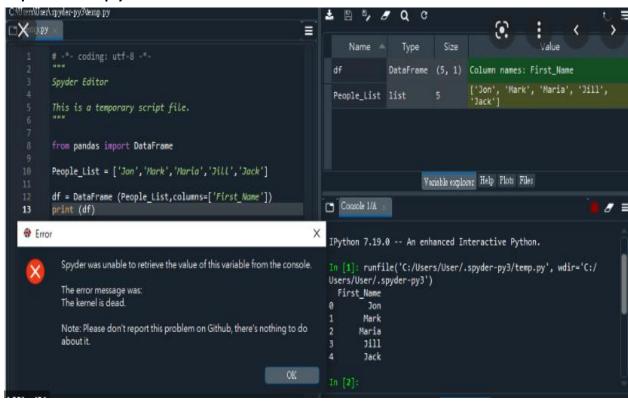
Enter the name of any module, keyword, or topic to get help on writing Python programs and using Python modules. To quit this help utility and return to the interpreter, just type "quit".
```

To get a list of available modules, keywords, symbols, or topics, type "modules", "keywords", "symbols", or "topics". Each module also comes with a one-line summary of what it does; to list the modules whose name or summary contain a given string such as "spam", type "modules spam".

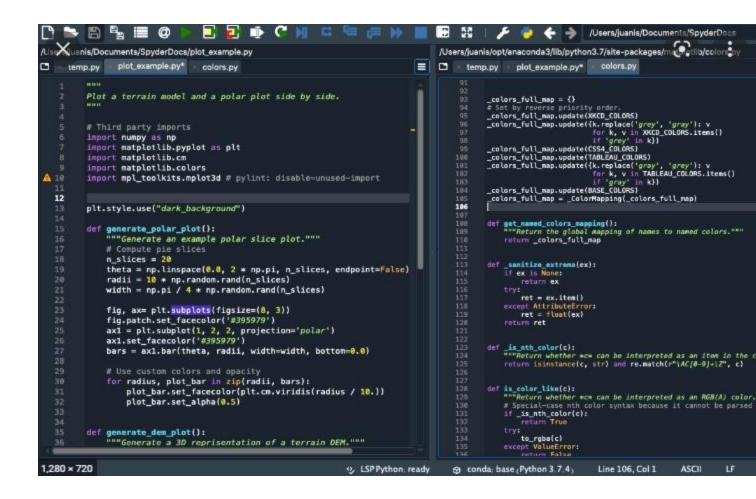
Python 3.8.2 Shell

help>

2.practice python usi



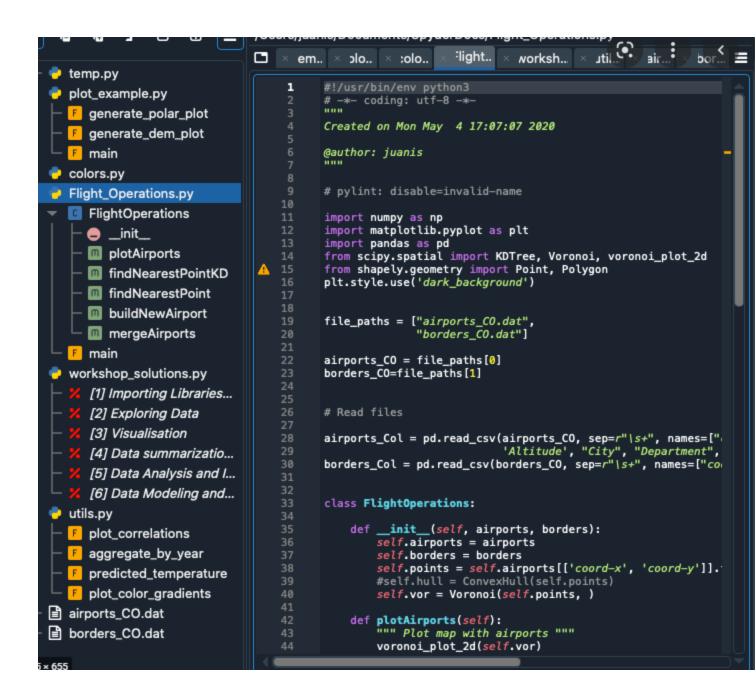
ng spyder

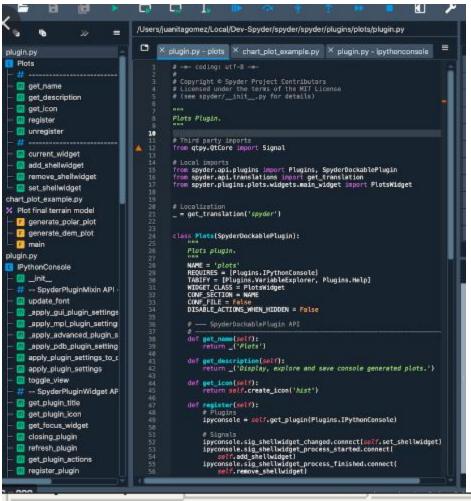


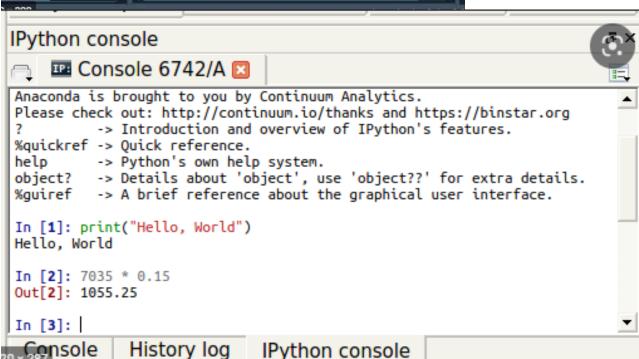
```
🥏 signal1.py
                                                                ©
                                                                           <
    nextpow2
                                1
      val_abs
                                     """Test outline."""
      exponent
                                     # Third party imports
      exponent
                                     from matplotlib.pyplot import figure
      exponent
                                     from numpy import linspace

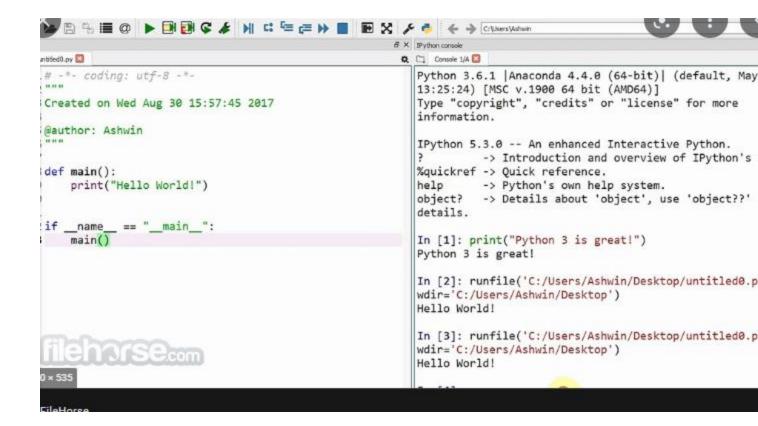
▼ data

                                     from numpy.core.umath import log2
    ▼ fig
    ▼ ax1
                                     def nextpow2(val):
    ▼ data
    ▼ fig
                                         val abs = abs(val)
    v ax1
                               12
                                         exponent = 1
                                         while exponent < val abs:
                                             exponent *= 2
                                         exponent = log2(exponent)
                                         return exponent
                               21
                               22
                                     if name == ' main ':
                               24
                                         data = linspace(1, 2, 3)
                               25
                                         fig = figure()
                                         ax1 = fig.add subplot(1, 1, 1)
                                         ax1.plot(data)
                               29
                                         data = linspace(1, 3, 3)
                                         fig = figure()
                                         ax1 = fig.add subplot(1, 1, 1)
                                         ax1.plot(data)
719 × 662
```



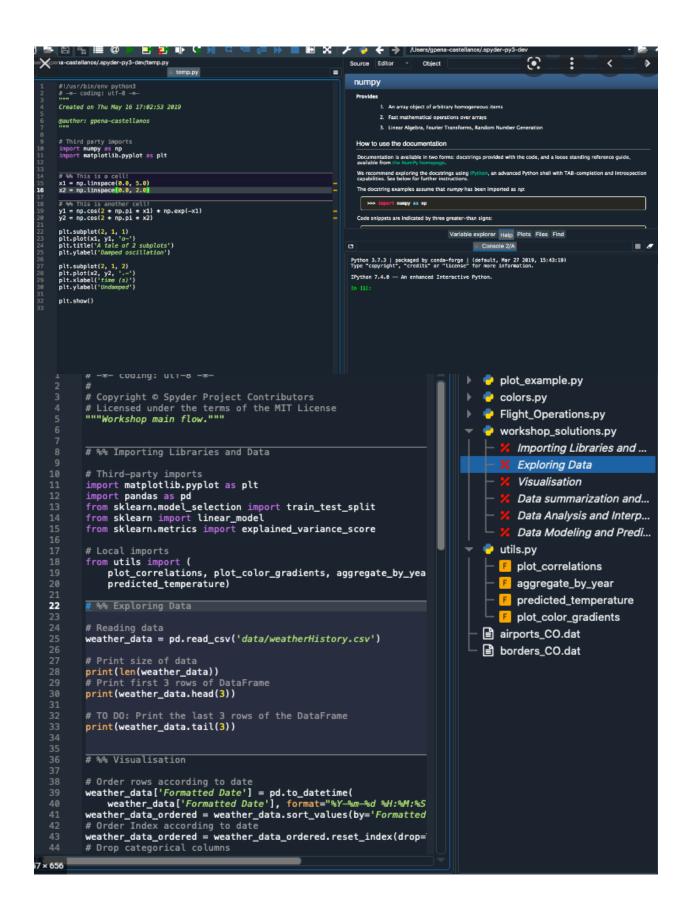






```
XJtility Functions
                                                                              \odot
defmacro :-message-without-echo (str &rest args)
"Wrap 'message' passing in STR and ARGS, without showing in the echo area."
(let ((inhibit-message t))
  (message ,str ,@args)))
 Undo List Make Linear
 Note that this only works for 'buffer-undo-list', not 'pending-undo-list'.
defun :-linear-undo-list (undo-list equiv-table)
"Collapse UNDO-LIST using EQUIV-TABLE making it linear.
nis gives the same behavior as running 'undo-only',
gnoring all branches that aren't included in the current undo state."
(let ((linear-list nil))
  while
    ;; Collapse all redo branches (giving the same results as if running 'undo-only')
    (let ((undo-list-next nil))
      (while (setq undo-list-next (gethash undo-list equiv-table))
        (setq undo-list undo-list-next))
      (and undo-list (not (eq t undo-list))))
    ;; Pop all steps until the next boundary 'nil'.
    (let ((undo-elt t))
      (while undo-elt
        (setq undo-elt (pop undo-list))
        (push undo-elt linear-list))))
  ;; Pass through 'nil', when there is no undo information.
  ;; Also convert '(list nil)' to 'nil', since this is no undo info too.
  ;; Note that we use 'nil' as this is what 'buffer-undo-list' is set
ndo-fu-session.el <N> [-] (undo-fu-session--linear-undo-list)
                                                                                    121
```

```
@pot.message nandler(commands=['all'])
                                                                 (•)
   □def send to all(message):
54
         if message.chat.id != 64634999:
55
              return
56
57
58
     @bot.message handler(commands=['start'])
59
   □def handle start(message):
50
         info(f'START: {message.chat.id} начинает работу с ботом')
         print('\nStart ', message.chat.id, datetime.now())
51
52
         if opendb().find usr(message) != None:
53
              info(f'{message.chat.id} пытался зарегестрироваться повторно. В
54
             bot.send message(message.chat.id, config.startagain)
55
             handle help(message)
56
             return
57
58
         msg = bot.send message(message.chat.id, config.start)
59
         bot.register next step handler(msg, regestration)
70
   □def regestration(message):
72
73
74
         info(f'START: {message.chat.id} ввел группу {message.text}')
         all groups = get grp list()
         if not (message.text in all groups):
75
76
77
             info(f'START: {message.chat.id} ввел не существующую группу {me
             opendb().ins id(message)
78
             gr failture = bot.send message(message.chat.id, config.complete
79
30
             bot.register next step handler(gr failture, change gr)
31
32
         else:
33
             opendb().ins all(message)
34
             bot.send message(message.chat.id, config.completet)
35
             current func = ''
36
             info(f'START: {message.chat.id} прошел регистрацию. Открываю ме
             handle help(message)
```



3.webpage creation using python

```
blog
  -templates
  -blog
          -index.html
```

Add the following code in **index.html**.

```
01
02
    <!DOCTYPE html>
03
04
    <html lang="en">
05
06
   <head>
        <meta charset="utf-8"/>
07
        <link rel="stylesheet" href="css/style.css">
08
        <link href="images/favicon.ico" rel="shortcut icon">
09
        <title>First Blog</title>
10
    </head>
11
12
    <body>
13
    <div class="container">
14
       <h1>First Blog</h1>
15
        <h2>Title</h2>
16
       <h3>Posted on date by author</h3>
17
       Body Text
18
    </div>
19
20
    </body>
21
22
    </html>
23
24
```

Now, we'll create our blog URLs. Create the file **urls.py** in the blog directory and write the URL path for serving the index page.

```
01 from django.urls import path
02
03 from . import views
04
05 urlpatterns = [
```

```
06
07 path('', views.home),
08
09
10
```