

ASSIGNMENT 03

1. PYTHON PROGRAMS IN SPYDER

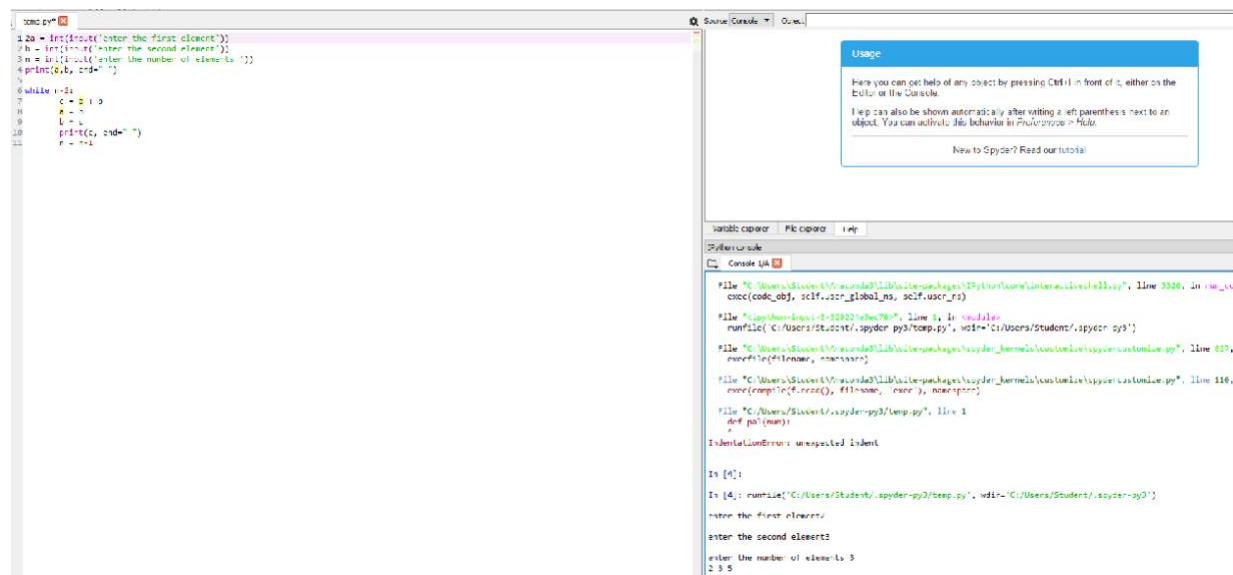
The screenshot displays the Spyder Python IDE interface. The main editor window on the left contains a Python script for checking leap years. The script is as follows:

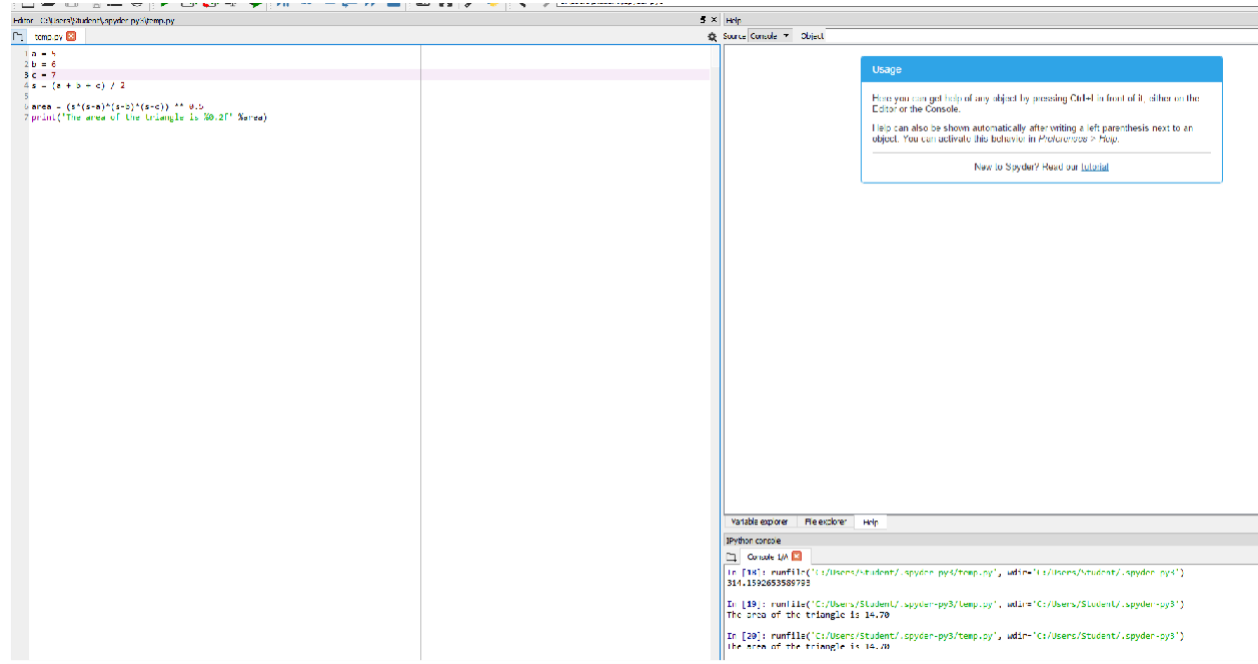
```
1 year = int(input('enter year'))
2 if year % 400 == 0:
3     print('it is a leap year')
4 elif year % 4 == 0:
5     print('it is a leap year')
6 elif year % 100 == 0:
7     print('not a leap year')
8 else:
9     print('not a leap year')
```

The right-hand pane is divided into two sections. The top section, titled 'Usage', provides information on how to access help for any object by pressing Ctrl+I in the editor or console, and how to toggle help visibility with a left parenthesis. The bottom section contains a 'New to Spyder? Read our tutorial' link.

The bottom status bar shows tabs for 'Variable explorer', 'File explorer', and 'Help'. Below these is the 'Python console' tab, which displays the output of the program:

```
enter year2000
it is a leap year
In [17]: |
```





1import cmath
2
3a = 1
4b = 5
5c = 0
6d = (b**2) - (4*a*c)
7sol1 = (-b+cmath.sqrt(d))/(2*a)
8sol2 = (-b-cmath.sqrt(d))/(2*a)
9
10print('The solution are {} and {}'.format(sol1,sol2))

Judge

-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.

Need to Spyder? Read our [tutorial](#)

Variable explorerFile explorerHelp

Python console

Console 1/4

In [20]: runfile('C:/Users/Student/.spyder-py3/temp.py', wdir='C:/Users/Student/.spyder-py3')
The area of the triangle is 14.76

In [21]: runfile('C:/Users/Student/.spyder-py3/temp.py', wdir='C:/Users/Student/.spyder-py3')
The solution are (-3+4j) and (-2+4j)

In [22]: runfile('C:/Users/Student/.spyder-py3/temp.py', wdir='C:/Users/Student/.spyder-py3')
The solution are (-3+4j) and (-2+4j)

Editor: C:\Users\Student1\AppData\Local\Temp\py2

temp.py

```
1 x = 5
2 y = 10
3 temp = x
4 x = y
5 y = temp
6
7 print("The value of x after swapping: {}".format(x))
8 print("The value of y after swapping: {}".format(y))
```

Usage

Have you ever not been able to 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 [PythonDocs > Help](#).

New to Spyder? Read our [tutorial](#).

Variable explorer

File explorer

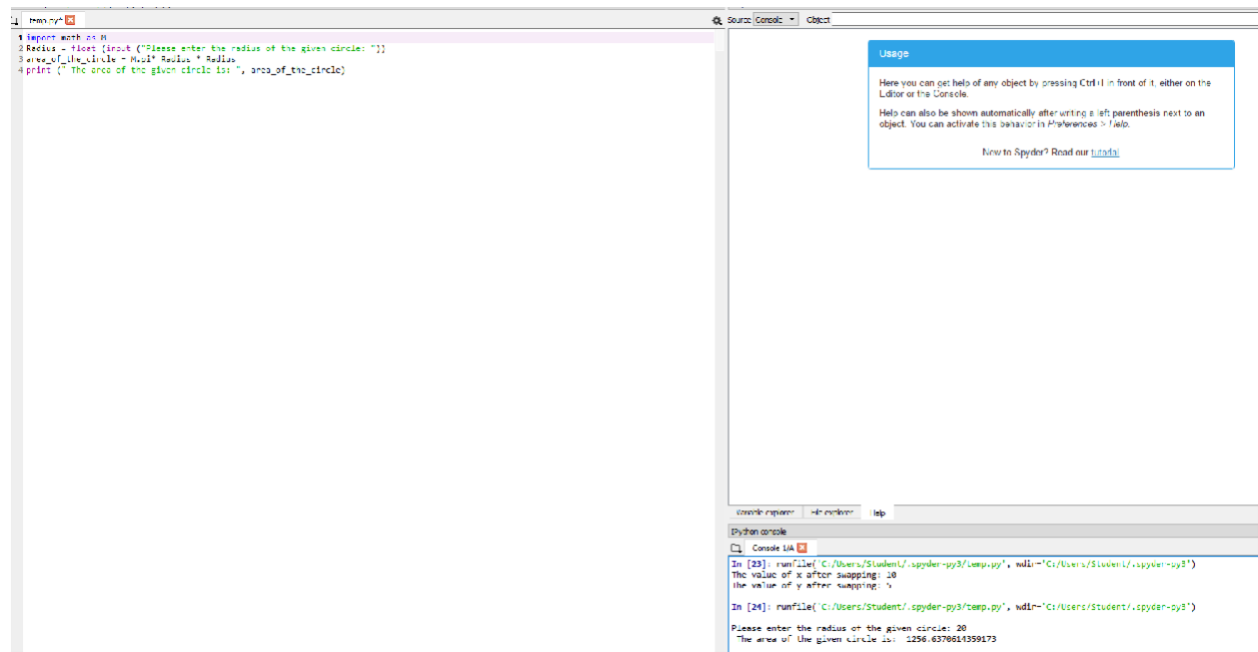
Python console

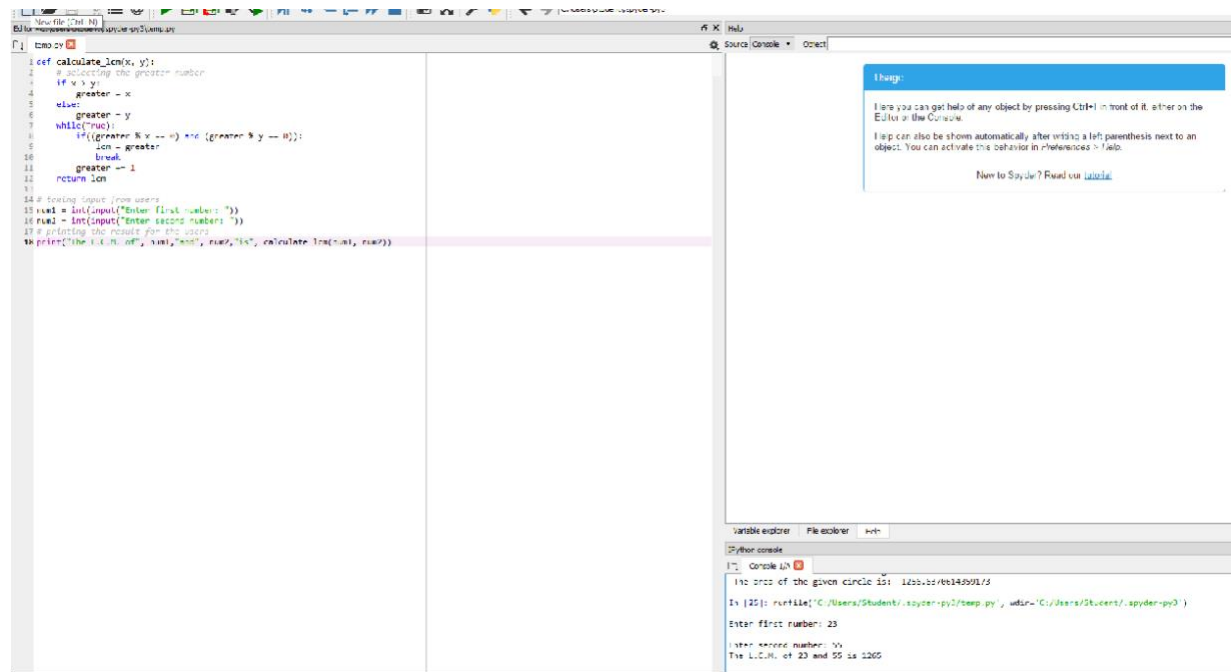
Console .Python

```
The solution are (-3+8j) and (-2+8j)

In [22]: r = xfile('C:/Users/Student1/.spyder-py3/temp.py', wdir='C:/Users/Student1/.spyder-py3')
The solution are (-3+8j) and (-2+8j)

In [23]: r = xfile('C:/Users/Student1/.spyder-py3/temp.py', wdir='C:/Users/Student1/.spyder-py3')
The value of x after swapping: 10
The value of y after swapping: 5
```





Coder - C:\Users\Student\spyder-py2\temp.py

temp.py

```
1 print ("Please enter the String: ", end = "")
2 string = input()
3 string_length = len(string)
4 for K in string:
5     ASCII = ord(K)
6     print (K, "\t", ASCII)
```

Usage:

Here you can get help of any object by pressing Ctrl+H in the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis. You can activate this behavior in Preferences > Help.

New to Spyder? Read our [tutorial](#)

Variable explorer | File explorer | Help

Python console

```
C:\Users\Student\spyder-py2\temp.py
Please enter the String:
khubabe
k      107
h      104
u      117
b       98
a       97
b       98
e      101
```


Editor: C:\Users\Student\code\py2\temp.py

File Explorer

Python

Source Console Object

```
1 def recur_factorial(n):
2     if n == 1:
3         return n
4     else:
5         return n*recur_factorial(n-1)
6 # take input from the user
7 num = int(input("Enter a number: "))
8 # check if the number is negative
9 if num < 0:
10    print("Sorry, factorial does not exist for negative numbers")
11 elif num == 0:
12    print("The factorial of 0 is 1")
13 else:
14    print("The factorial of",num,"is",recur_factorial(num))
```

Usage

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

Help can also be shown automatically after using a full parenthesis object. You can activate this behavior in [Preferences > Help](#).

New to Spyder? [View our tutorial](#)

Variable explorer

File explorer

Help

Python console

Console I/O

In [28]: runfile("C:/Users/Student/.spyder-py3/temp.py", wdir="C:/Users/Student/.spyder-py3")

Enter a number: 23

The factorial of 23 is 25852016738884976640000

In [29]: 5

2. FLASK PROGRAMS:

```
>>> import emoji
```

```
>>> print(emoji.emojize('Python is :thumbs_up:'))
```

Python is 👍

```
>>> print(emoji.emojize('Python is :thumbsup:', language='alias'))
```

Python is 👍

```
>>> print(emoji.demojize('Python is 👍'))
```

Python is :thumbs_up:

```
>>> print(emoji.emojize("Python is fun :red_heart:"))
```

Python is fun ❤️

```
>>> print(emoji.emojize("Python is fun :red_heart:", variant="emoji_type"))
```

Python is fun ❤️ #red heart, not black heart

```
>>> print(emoji.is_emoji("👍"))
```

True

```
>>> print(emoji.emojize('Python es :pulgar_hacia_arriba:', language='es'))
```

Python es 👍

```
>>> print(emoji.demojize('Python es 👍', language='es'))
```

Python es :pulgar_hacia_arriba:

```
>>> print(emoji.emojize("Python é :polegar_para_cima:", language='pt'))
```

Python é 👍

```
>>> print(emoji.demojize("Python é 👍", language='pt'))
```

Python é :polegar_para_cima: