

1.Exploring the complex data type and their operations, eg: finding the modulus and phase angle of a complex number and print values. [20.09.23]

2.Ask the user to enter two numbers, and output the sum, product, difference, and the GCD. [22.09.23]

3.Ask the user for two strings, print a new string where the first string is reversed, and the second string is converted to upper case. Sample strings: "Pets", "party", output: "steP PARTY". Only use string slicing and + operators. [29.09.23]

4 . From a list of words, join all the words in the odd and even indices to form two strings. Use list slicing and join methods. .[04.10.23]

5. Simulate a stack and a queue using lists. Note that the queue deletion operation won't run in $O(1)$ time. [11.10.23]

6.Explore the 're' module, especially re.split, re.join, re.search and re.match methods. . [13.10.23]

6. Use list comprehension to find all the odd numbers and numbers divisible by 3 from a list of numbers.[22.11.23]

7. Using while loops to do Gaussian addition on a list having an even number of numbers. Print each partial sum. Eg: if the list is [1, 2, 3, 4, 5, 6], the program should output "1 + 6", "2 + 5", and "3+4" in separate lines, and the result of the addition "21". Extend it to handle lists of odd length. . [29..11.23]

8. Implement popular sorting algorithms like quick sort and merge sort to sort lists of numbers. . [01.12.23]

9Write two functions that simulate the toss of a fair coin, and the roll of an unbiased 'n' sided die using the random module. [06.12.23]

10.Invert a dictionary such the previous keys become values and values keys. Eg: if the initial and inverted dictionaries are d1 and d2, where $d1 = \{1: 'a', 2: 'b', 3: 120\}$, then $d2 = \{'a': 1, 2: 'b', 120: 3\}$. [13.12.23]

11. Create a 'Graph' class to store and manipulate graphs. It should have the following functions:

- i. Read an edge list file, where each edge (u, v) appears exactly once in the file as space separated values.
- ii. Add and remove nodes and edges
- iii. Print nodes, and edges in a user readable format
- iv. Finding all the neighbors of a node
- v. Finding all the connected components and storing them as individual Graph objects inside the class
- vi. Finding single source shortest paths using Breadth First Search . [20.12.23]

12. Make a 'DiGraph' class to handle directed graphs which inherits from the 'Graph' class. In addition to all of the functionalities of (a), it should support the following operations

- i. Finding the predecessors and successors of a node
- ii. Creating a new 'DiGraph' object where all the edges are reversed
- .iii. Finding the strongly connected components . [22.12.23]