1] Guess TheNumber.py

```
import random
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
number = random.randint(1, 20)
for guessesTaken in range(1, 7):
    guess = int(input("Take a guess: "))
    if guess < number:
        print("Your guess is too low.")
    elif guess > number:
        print("Your guess is too high.")
    else:
        break
if guess == number:
    print(f"Good job! You guessed my number in {guessesTaken} guesses!")
else:
    print(f"Nope. The number I was thinking of was {number}.")
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

Take a guess: 7

Your guess is too low.

Take a guess: 10

Your guess is too low.

Take a guess: 13

Your guess is too low.

Take a guess: 14

Good job! You guessed my number in 4 guesses!

2] RockPaperScissors.py

```
import random
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
moves = ['rock', 'paper', 'scissors']
while True:
    player = input("Enter rock, paper, scissors (or quit): ").lower()
    if player == 'quit':
        break
    if player not in moves:
        print("Invalid move.")
        continue
    computer = random.choice(moves)
    print(f"Computer chose {computer}")
    if player == computer:
        print("It's a tie!")
    elif (player == 'rock' and computer == 'scissors') or \
         (player == 'paper' and computer == 'rock') or \
         (player == 'scissors' and computer == 'paper'):
        print("You win!")
    else:
        print("You lose.")
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

Enter rock, paper, scissors (or quit): rock

Computer chose paper

You lose.

Enter rock, paper, scissors (or quit): scissor

Invalid move.

Enter rock, paper, scissors (or quit): paper

Computer chose scissors

You lose.

Enter rock, paper, scissors (or quit): quit

3] ZigZag.py

```
import time, sys
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
indent = 0
indentIncreasing = True


try:
    while True:
        print(' ' * indent + '* * * *')
        time.sleep(0.1)
        if indentIncreasing:
            indent += 1
            if indent == 20:
                indentIncreasing = False
        else:
            indent -= 1
            if indent == 0:
                indentIncreasing = True
except KeyboardInterrupt:
    sys.exit()
```

OUTPUT:

NAME: MANOJ R

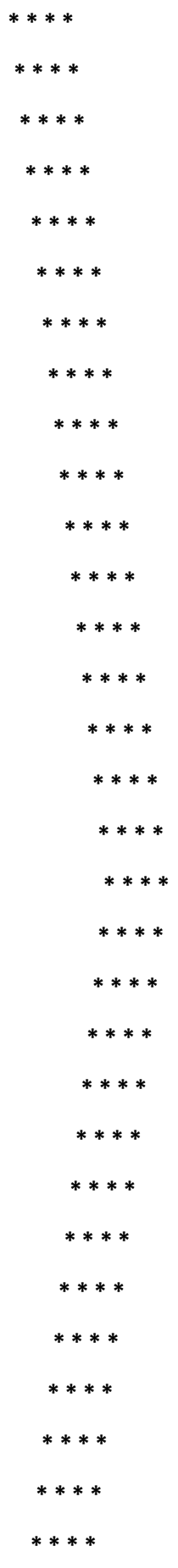
USN:1AY24AI068

SECTION: O

*** * * ***

*** * * ***

*** * * ***



4]CollatzSequence.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
def collatz(number):
    print(number)
    if number == 1:
        return
    elif number % 2 == 0:
        return collatz(number // 2)
    else:
        return collatz(3 * number + 1)


try:
    n = int(input("Enter a number: "))
    collatz(n)
except ValueError:
    print("Please enter an integer.")
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

Enter a number: 2

2

1

5]ConWaysGameOfLife.py

```
import random, time, copy
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
WIDTH = 60
HEIGHT = 20

nextCells = {}
for x in range(WIDTH):
    for y in range(HEIGHT):
        nextCells[(x, y)] = random.choice([True, False])

while True:
    print('\n' * 5)
    cells = copy.deepcopy(nextCells)
    for y in range(HEIGHT):
        for x in range(WIDTH):
            if cells[(x, y)]:
                print('#', end='')
            else:
                print(' ', end='')
        print()

    for x in range(WIDTH):
        for y in range(HEIGHT):
            left = (x - 1) % WIDTH
            right = (x + 1) % WIDTH
            up = (y - 1) % HEIGHT
            down = (y + 1) % HEIGHT

            neighbors = 0
            for nx, ny in [(left, up), (x, up), (right, up),
```

```
                    (left, y), (right, y),
                    (left, down), (x, down), (right, down)]:
            if cells[(nx, ny)]:
                neighbors += 1
        if cells[(x, y)] and (neighbors == 2 or neighbors == 3):
            nextCells[(x, y)] = True
        elif not cells[(x, y)] and neighbors == 3:
            nextCells[(x, y)] = True
        else:
            nextCells[(x, y)] = False
    time.sleep(1)
```

OUTPUT:

```
##  ##   # #   ###   ##  #
 ## ##   ###    #   ##  ##
  ###   ## #   ###   #  ##
```

6]CommaCode.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
def commaCode(items):
    if len(items) == 0:
        return ''
    elif len(items) == 1:
        return items[0]
    else:
        return ', '.join(items[:-1]) + ', and ' + items[-1]
print(commaCode(['apples', 'bananas', 'tofu', 'cats']))
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

apples, bananas, tofu, and cats

7]CoinFlipStreaks.py

```
import random
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
streaks = 0
for experimentNumber in range(10000):
    flips = [random.choice(['H', 'T']) for _ in range(100)]
    for i in range(94):
        if all(f == flips[i] for f in flips[i:i+6]):
            streaks += 1
            break

print(f"Chance of streak: {streaks / 100}%")
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

Chance of streak: 79.95%

8]CharacterPictureGrid.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
grid = [['.', '.', '.', '.', '.', '.'],
        ['.', 'O', 'O', '.', '.', '.'],
        ['O', 'O', 'O', 'O', '.', '.'],
        ['O', 'O', 'O', 'O', 'O', '.'],
        ['.', 'O', 'O', 'O', 'O', 'O'],
        ['O', 'O', 'O', 'O', 'O', '.'],
        ['O', 'O', 'O', 'O', '.', '.'],
        ['.', 'O', 'O', '.', '.', '.'],
        ['.', '.', '.', '.', '.', '.']]

for x in range(len(grid[0])):
```

```
    for y in range(len(grid)):
        print(grid[y][x], end='')
    print()
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

..OO.OO..

.OOOOOOO.

.OOOOOOO.

..OOOOO..

...OOO...

....O....

9]ChessDictionaryValidator.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
def isValidChessBoard(board):
    piecesCount = {}
    whiteKing = blackKing = 0

    for pos, piece in board.items():
        if pos[0] not in 'abcdefgh' or pos[1] not in '12345678':
            return False
        if piece not in ['wking', 'bking', 'wqueen', 'bqueen',
                         'wrook', 'brook', 'wbishop', 'bbishop',
                         'wknight', 'bknight', 'wpawn', 'bpawn']:
            return False

        piecesCount[piece] = piecesCount.get(piece, 0) + 1

    if piecesCount.get('wking', 0) != 1 or piecesCount.get('bking', 0) != 1:
```

```
        return False
    return True

# Example usage
board = {
    '1h': 'bking', '6c': 'wqueen', '2g': 'bbishop',
    '5h': 'bqueen', '3e': 'wking'
}
print(isValidChessBoard(board))
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

False

10]FantasyGameInventory.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
def displayInventory(inventory):
    print("Inventory:")
    total = 0
    for k, v in inventory.items():
        print(f"{v} {k}")
        total += v
    print(f"Total number of items: {total}")

def addToInventory(inventory, addedItems):
    for item in addedItems:
        inventory[item] = inventory.get(item, 0) + 1
    return inventory

inv = {'gold coin': 42, 'rope': 1}
```

```
dragonLoot = ['gold coin', 'dagger', 'gold coin', 'gold coin', 'ruby']
inv = addToInventory(inv, dragonLoot)
displayInventory(inv)
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

Inventory:

45 gold coin

1 rope

1 dagger

1 ruby

Total number of items: 48

11]TablePrinter.py

```
print('NAME: MANOJ R \n USN:1AY24AI068 \n SECTION: O')
def printTable(tableData):
    colWidths = [max(len(item) for item in col) for col in tableData]

    for row in range(len(tableData[0])):
        for col in range(len(tableData)):
            print(tableData[col][row].rjust(colWidths[col]), end=' ')
        print()

tableData = [['apples', 'oranges', 'cherries', 'banana'],
             ['Alice', 'Bob', 'Carol', 'David'],
             ['dogs', 'cats', 'moose', 'goose']]
printTable(tableData)
```

OUTPUT:

NAME: MANOJ R

USN:1AY24AI068

SECTION: O

apples Alice dogs

oranges Bob cats

cherries Carol moose

banana David goose

12]ZombieDiceBots.py