

## \* Exercise 6 &amp; 7 \*

- 1) Creation of list and changing of any one element, also display the length of list.

→ `a=['One', 'Two', 'Three', 'Five']`

`a[4] = 'Four'`

`print(a)`

`print(len(a))`.

- 2) Create a list and append two elements in it.

→ `stud = ['Madhuri', 'Kirti', 'Rahul', 'Sumit', 'Mayuri']`

`stud[2:4] = ['Nandini', 'Sanika']`

`print(stud)`.

- 3) Create a list and sort it.

→ `num = [10, 4, 3, 25, 90]`

`num.sort()`.

`print("Sorted list is")`

`print(num)`

- 4) Create a list of numbers and print sum of all the elements.

→ `num = [2, 4, 3, 20, 40]`

`sum = 0`

`for x in num:`

`sum = sum + x`.

`print("sum of all elements of list is:", sum)`

- 5) program to compare elements of list.

→ `Comp = [10, 15, 17, 21, 30]`

`for i in range(len(Comp) - 1)`

`print("comparing {Comp[i]} and {Comp[i+1]}")`

`Difference = {abs(Comp[i]) - Comp[i+1]}`

- 6) Program to find maximum and minimum of list  
 → numbers = [10, 45, 7, 69, 85]  
 print("Maximum element of list is", max(numbers))  
 print("Minimum element of lists is", min(numbers))

- 7) Count the occurrence of element in list.  
 → from collections import counter  
 num = [2, 2, 7, 6, 5, 4, 5]  
 Point(num)  
 occur = Counter(num)  
 print(occur)

- 8) Reverse a list.  
 → lst = ['Man', 'human', 'animal', 'bird']  
 lst.reverse()

- 9) Write a loop that traverse the previous list & prints the length of each element. What happen if you send an integer to len.  
 → lst = ["apple", "banana", "cherry"]

for item in lst:  
 print("length of '{item}' is", len(item))

### \* Exercise 8 \*

- 1) Create a tuple and sort it.  
 → a = (20, 10, 50, 5, 90)  
 a.sort()

print("sorted tuple is", a)

- 2) Create a tuple of number and print sum of all elements  
 → a = (2, 4, 6, 8, 10, 15)  
 sum = 0  
 for i in a:  
 sum = sum + i  
 print("Sum of elements is", sum)

3) program to find Maximum & minimum of tuple

→ `tup = (20, 90, 10, 95, 36, 12)`

`print("Maximum element is", Max(tup))`

`print("Minimum element is", Min(tup))`

4) Count the occurrence of element in tuple in a specific range

→ `from collections import Counter`  
`a = (10, 10, 20, 30, 35, 10)`

`occur = Counter(a)`

`print(occur)`

5) Reverse a tuple

→ `name = ('India', 'is', 'my', 'country')`

`print(name)`

`name.reverse()`

`print(name)`

6) Write a loop that traverses the previous tuple & print length of each element. What happen if you send a floating number in index?

→ `tup = ('banana', 'apple', 'pear', 'mango')`

`for item in tup:`

`print("length of", {item}, "is", len(item))`

### \* Exercise 9 \*

1) python program to find power of a number using exponential operator available in python

→ `num = int(input("Enter a number"))`

`pow = int(input("Enter power of number"))`

`ans = num ** pow`

`print("Power of", num, "is", ans)`

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fibonacci number  $\Rightarrow$  if  $5n^2 + 4$  &  $5n^2 - 4$  are both perfect square

- 2) Write a python program to check whether given number is a fibonacci number or not if it is Fibonacci then print "Great" otherwise oops, "it's wrong".

```
→ import math  
num = int(input("Enter a number:"))  
sqrt1 = int(math.sqrt(5 * num * num + 4))  
sqrt2 = int(math.sqrt(5 * num * num - 4))  
if (sqrt1 * sqrt1 == (5 * num * num + 4)) or (sqrt2 * sqrt2 == (5 * num * num - 4))  
    print("Great")  
else  
    print("Opps! It's wrong").
```

- 3) check whether binary representation of a given number is a palindrome or not if it is palindrome then print "Yes, IT IS", otherwise print "No"?

```
→ num = int(input("Enter a number"))  
binary_sep = bin(num)[2:]  
if binary_sep == binary_sep[::-1]  
    print("Yes, IT IS")  
else  
    print("No")
```

- 4) Find the numbers of integers from 1 to N which contain digits zero

```
→ N = int(input("Enter number"))  
count = 0  
for num in range(1, N):  
    if '0' in str(num):  
        count = count + 1
```

print("The Number of integers from 1 to", N, "which contain 0 are", count)

5) Find the sum of all numbers below 1000 which are multiples of 2 or 4

→ for  $\sum = 0$  in range(1, 1000)  
 if  $i \% 2 == 0$  or  $i \% 4 == 0$ :  
 $\sum = \sum + i$   
 print("Sum of integers multiple of 2 or 4 is:",  $\sum$ )

### \* Exercise 10 \*

1) Write program to create a class by name student & initialize attributes like name, age, and grade while creating an object.

→

```

class student:
    def __init__(self, name, age, grade):
        self.name = name
        self.age = age
        self.grade = grade
    def show(self):
        print("Name:", self.name)
        print("Age:", self.age)
        print("Grade:", self.grade)
obj = student('Madhuri', 20, 'A')
obj.show()
  
```

- 2) Write a program to create a child class Teacher that will inherit the properties of parent class Staff.

→ class staff:

```
def __init__(self, Name, department):
```

```
    self.Name = Name
```

```
    self.dept = department
```

```
def display(self):
```

```
    print("Name : {self.Name}, Department : {self.dept}")
```

class Teacher(staff):

```
def __init__(self, Name, department, age, subject):
```

```
    super().__init__(Name, department)
```

```
    self.age = age
```

```
    self.subject = self.subject
```

```
def display(self):
```

```
def display_teacher(self):
```

```
    self.display()
```

```
    print("Subject : {self.subject}, age : {self.age}")
```

```
teach = Teacher('Anjali', 'AIDS', '30', 'Maths')
```

```
teach.display_teacher()
```

- 3) Write a program, to create class and using the class instance print all the writable attributes of that object.

4) Create a class Teacher with name, age and salary attribute, where salary must be private attribute that cannot be accessed outside the class.

→ class Teacher  
def \_\_init\_\_(self, name, age, salary)  
 self.name = name  
 self.age = age  
 self.\_\_salary = salary  
def display(self)  
 print("Name : {}, Age : {}, Salary : {}".format(self.name, self.age, self.\_\_salary))  
teach = Teacher('Anjali', 30, 55000)  
teach.display()

5) Write a python program that overloads the operator + and > for a custom class.

← class over():  
 def \_\_init\_\_(self, x):  
 self.x = x  
 def \_\_add\_\_(self, other):  
 print("The value of obj1 is : ", self.x)  
 print("The value of obj2 is : ", other.x)  
 print("Addition of two object is : ")  
 return self.x + other.x

```
obj1 = over(20)
```

```
obj2 = over(10)
```

```
obj3 = obj1 + obj2.
```

```
if obj1 > obj2 :
```

```
    print("obj1 is greater than obj2")
```

```
else :
```

```
    print("obj1 is smaller than obj2").
```

- 6) Write a python class square, & define two methods that define two methods that return the square area & perimeter

```
→ class square :
```

```
    def __init__(self, side) :
```

```
        self.side = side.
```

```
    def square(self) :
```

```
        return self.side ** 2
```

```
    def perimeter(self) :
```

```
        return 4 * self.side
```

```
square1 = square(6)
```

```
print("Area of square:", square1.area())
```

```
print("Perimeter of square:", square1.perimeter()).
```