In [4]:
```
#ou will have a number of elements and in the next n lines element of a list. You have to create a list from the given strings. You have to sort the list based on 2nd last characte
#For example: Given list = ['great','hello','hiyo','abc'] So your output_dictionary should be ['great','abc','hello','hiyo']
#Input format:
#At first-line it will have an integer (number of elements inside a list). In the second line it will have a string
#Output Format:
#A single line containing a sorted list

lst = []
size=int(input("Enter the size of list : "))
for i in range(0,size):
    ele=input("Enter a Element : ")
    lst.append(ele)
for i in range(len(lst)):
    for j in range(i+1,len(lst)):
        if lst[i][-2]>lst[j][-2]:
            lst[i],lst[j]=lst[j],lst[i]
print(lst)
```

```
Enter the size of list : 4
Enter a Element : 'great'
Enter a Element : 'hello'
Enter a Element : 'hiyo'
Enter a Element : 'abc'
["'abc'", "'hiyo'", "'hello'", "'great'"]
```

In [5]:
```
#Your task is to complete the validate_triangle and the validate_rectangle functions for the classes. Hint for validating is given in the comments of the code. Also you will have t
#Invalid triangle: If the triangle sum property of sides is not valid (more hints in the comments of the code)
#Valid Triangle: If the triangle sum property of sides is valid
#Valid rectangle: If 2 side pairs are same and they are input in correct order like l,b,l,b
##Invalid rectangle: If Not Valid rectangle as stated above
#Input format
#The side length of the triangle followed by for rectangle in the next line in order
#Output format:
#Since objects are created in order, so first validate info about triangle will come and then rectangle
#Sample input:0
#3 4 5
#24 2 4
#Sample Output:0
#Valid Triangle
#Valid Rectangle

def validate_triangle(a, b, c):
    if (a + b <= c) or (a + c <= b) or (b + c <= a) :
        return False
    else:
        return True
a = int(input("Enter 1st side of triangle : "))
b = int(input("Enter 2nd side of triangle : "))
c = int(input("Enter 3rd side of triangle : "))

if validate_triangle(a, b, c):
    print("Valid Triangle")
else:
    print("Invalid Triangle")

def validate_rectangle(l1,b1,l2,b2):
    if (l1 == l2 and b1 == b2) :
        return True
    else:
        return False
l1 = int(input("\nEnter Length (l1) of Rectangle : "))
b1 = int(input("Enter breadth (b1) of Rectangle : "))
l2 = int(input("Enter Length (l2) of Rectangle : "))
b2 = int(input("Enter breadth (b2) of Rectangle : "))
if validate_rectangle(l1,b1,l2,b2):
    print("Valid Rectangle")
else:
    print("Invalid Rectangle")
```

```
Enter 1st side of triangle : 3
Enter 2nd side of triangle : 4
Enter 3rd side of triangle : 5
Valid Triangle

Enter Length (l1) of Rectangle : 2
Enter breadth (b1) of Rectangle : 4
Enter Length (l2) of Rectangle : 2
Enter breadth (b2) of Rectangle : 4
Valid Rectangle
```

In [ ]: