1) diede if a number is an Aranstoong number, (Times sent to as ", more,) trong shum = 0 temp=num wohile temp >0: pool o hom as " need to be digit = temp -10 dum += digits 1 x 3 temp 11=10 paint (num, "is an armotrong number;") if num = = dum! spaint (num, "ins not an armstrong number.") 2) Find the greatest common divisor (GCD) of Luca rumbers 1 def god (a,b): while 6: from of rumbon a,b = b, a/b return a num 1 = 48 point ("GCD of", num z, "and", num z, "io:", gcd (onum z. num 2 = 18 3) dedit a number is a perfect number ? def is perfect (n): for i in range (1,n): il and i ==0: dum += i octavir oum==n

if in-parted (num):

point (num, "is a perfed number.") else:
point (num, "is a not a perfect number.") 4) Tind the sum of the first of natural numbers Dur = n x (n+1) 1/2

point ("burn of first", n, "notural number is:", sum) 5) Generate paine numbers between 1 and 100) for num in vange (2, 104): or num is saige (1) is a saige of in a saige for i in range (2, int Comm * * 0.5)+1): of own.1. 1 ==0 }: necessit thing broak

broak

broak

broak

broak

broak point (inum) 6) point a sight-angled toingle pattern using stores ()" for i an range (1; n+1): pareduce losters paint (" * " * i) 7) Reverse a strong without wring built in functions?

8= "hollo" "

reversed - S = " " for don ins: reversed_s = dan + reversed_s Print ("Reversed straing:", reversed s)

8) check if a number is a palindoome? temp = num

veveroed - num = 0 audile temp so: digit = temp 1. 10 reversed num = reversed num * 10 + digits temp 11=10 of num = reversed num:

paint (num, "is a palindrome") else:
paint (num, " is not a palindoome") 9) Bairdnumbers in ascarding and descending order? paint (" Ascending order:") Bon i in range (1, n+1): paint ('Descending order!') for i in voyage (n, 0, -1): wols price point (7) Norion toloro thoro 10) (alculate the Burn of orgunes of the first in natural numbers of Dein = n* (n+x). * (2"n+1). 1/6

point ("burn of squares of first", n, " natural number is:", Durn) · 2 no mor 10/4