



```
[1]: import math

def is_prime(n):
    if n <= 1:
        return False
    if n == 2:
        return True
    if n % 2 == 0:
        return False
    for i in range(3, int(math.sqrt(n)) + 1, 2):
        if n % i == 0:
            return False
    return True
```

```
[2]: num = int(input("Enter a number to check if it's prime: "))
print("Prime:", is_prime(num))
```

Enter a number to check if it's prime: 37  
Prime: True

[ ]:



```
[4]: # Sum of Digits

# Input
n = int(input("Enter a number: "))

# Convert number to string and sum digits
sum_of_digits = sum(int(digit) for digit in str(n))

# Output
print("Sum of digits:", sum_of_digits)
```

Enter a number: 348  
Sum of digits: 15

```
[5]: #LCM AND GCD
import math


# Input
a = int(input("Enter first number (a): "))
b = int(input("Enter second number (b): "))

# Calculate GCD
gcd = math.gcd(a, b)

# Calculate LCM using the formula: |a * b| / GCD
lcm = abs(a * b) // gcd

# Output
print("GCD:", gcd)
print("LCM:", lcm)
```

```
Enter first number (a): 18
Enter second number (b): 24
GCD: 6
LCM: 72
```

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```
[7]: # LIST REVERSAL
# Input: Define the list
original_list = [1, 2, 3, 4, 5]

# Reversing the list using slicing (no built-in reverse())
reversed_list = original_list[::-1]

# Output
print("Original list:", original_list)
print("Reversed list:", reversed_list)
```

```
Original list: [1, 2, 3, 4, 5]
Reversed list: [5, 4, 3, 2, 1]
```



```
[8]: # SORT A LIST
# Input
numbers = [5, 2, 9, 1, 5, 6]

# Bubble sort
n = len(numbers)
for i in range(n):
    for j in range(0, n - i - 1):
        if numbers[j] > numbers[j + 1]:
            # Swap
            numbers[j], numbers[j + 1] = numbers[j + 1], numbers[j]

# Output
print("Sorted list:", numbers)
```

Sorted list: [1, 2, 5, 5, 6, 9]



```
[9]: #REMOVE DUPLICATES
# Input list
numbers = [1, 2, 2, 3, 4, 4, 5]

# Remove duplicates using set
unique_list = list(set(numbers))

# Optional: sort if order matters
unique_list.sort()

# Output
print("List with duplicates removed:", unique_list)
```

List with duplicates removed: [1, 2, 3, 4, 5]



```
[10]: #STRING LENGTH
# Input
text = input("Enter a string: ")

# Count characters manually
length = 0
for char in text:
    length += 1

# Output
print("Length of the string:", length)
```

Enter a string: I LIVE IN MUMBAI  
Length of the string: 16



```
[11]: # Count Vowels and Consonants
# Input
text = input("Enter a string: ")

# Define vowels
vowels = set("aeiouAEIOU")

# Initialize counters
vowel_count = 0
consonant_count = 0

# Loop through each character
for char in text:
    if char.isalpha(): # Check if character is a Letter
        if char in vowels:
            vowel_count += 1
        else:
            consonant_count += 1

# Output
print("Vowels:", vowel_count)
print("Consonants:", consonant_count)
```

Enter a string: do you like icecream?  
Vowels: 9  
Consonants: 8

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```
[14]: #maze generator and solver
import random
from collections import deque

# Maze constants
WALL = 1
PATH = 0
VISITED = 2
SOLUTION = 3

# Maze dimensions (must be odd for paths)
ROWS = 21
COLS = 21

# Directions: up, down, left, right
DIRS = [(-2, 0), (2, 0), (0, -2), (0, 2)]

def create_empty_maze(rows, cols):
    return [[WALL for _ in range(cols)] for _ in range(rows)]

def is_valid(r, c, maze):
    return 0 <= r < len(maze) and 0 <= c < len(maze[0])

def generate_maze_dfs(maze, r=1, c=1):
    maze[r][c] = PATH
    directions = DIRS[:]
    random.shuffle(directions)
    for dr, dc in directions:
        nr, nc = r + dr, c + dc
        if is_valid(nr, nc, maze) and maze[nr][nc] == WALL:
            maze[r + dr // 2][c + dc // 2] = PATH
            generate_maze_dfs(maze, nr, nc)
```

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```
def print_maze(maze):
    for row in maze:
        line = ""
        for cell in row:
            if cell == WALL:
                line += "█"
            elif cell == PATH:
                line += " "
            elif cell == VISITED:
                line += "."
            elif cell == SOLUTION:
                line += "X"
            else:
                line += " "
        print(line)

def solve_maze_dfs(maze, r, c, end):
    if (r, c) == end:
        maze[r][c] = SOLUTION
        return True
    if not is_valid(r, c, maze) or maze[r][c] != PATH:
        return False

    maze[r][c] = VISITED
    for dr, dc in [(-1,0), (1,0), (0,-1), (0,1)]:
        if solve_maze_dfs(maze, r+dr, c+dc, end):
            maze[r][c] = SOLUTION
            return True
    return False

def solve_maze_bfs(maze, start, end):
    queue = deque([start])
    prev = {start: None}
    while queue:
        r, c = queue.popleft()
        if (r, c) == end:
```

[illegible]