

1. List ordinal value of each element of a word.

Algorithm

Step1: Start

Step2: Initialize the list of words.

Step3: print the original list.

Step4: obtain the ordinal value of the list.

Step5: print the ascii list.

Step6: Stop.

PROGRAM

```
list1 = ['shee', 'lee', 'reshi']
```

```
print("The original list: " + str(list1))
```

```
res = [ord(ele) for sub in list1 for ele in sub]
```

```
print("The ascii list is: " + str(res))
```

PREDICTED OUTPUT

The original list:

```
['shee', 'lee', 'reshi']
```

The ascii list is:

```
[115, 104, 101, 101, 108, 101, 101, 114, 101, 115, 104, 105].
```

2) create a package graphics with modules rectangle, circle, and subpackage 3D graphics with modules cuboid and sphere. Include methods to find area and perimeter of respective figures in each module. write programs that find area and perimeter of figures by different importing statements.

Algorithm

Step 1: Start.

Step 2: Import the Functions From the package Graphics.

Step 3: Input the lengths, breadths for the rectangle area and radius for the cuboid, circle, and sphere area.

Step 4: Call the Function Rectangle() and print the area and perimeter of the rectangle.

Step 5: Call the function circlearea() and print the area of the circle.

Step 6: Call the Function cuboidarea() and print the area of the cuboid.

Step 7: Print call the Function Spherearea() and print the area of the sphere.

Step 8: Stop.

PROGRAM

Area.py

```
From Graphics.Rectfunctions import *
From Graphics.CirFunctions import *
From Graphics.DGraphics.SphereFunctions import *
From Graphics.DGraphics.CuboidFunctions import *
```

```
l = int(input("enter l"))
```

```
b = int(input("enter b"))
```

```
Print("area = ", RectArea(l, b))
```

```
PrintF("perimeter = ", RectPerimeter(l, b))
```

```
r = int(input("enter the radius of circle"))
```

```
Print("circle area = ", CirArea(r))
```

```
Print("circle perimeter = ", CirPerimeter(r))
```

```
r = int(input("enter radius of sphere"))
```

```
Print("circle area = ", SpArea(r))
```

```
Print("circle perimeter = ", SpPerimeter(r))
```

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Package - Graphics

CirFunctions.py

```
From math import pi
```

```
def CirArea(r):
```

```
    return (pi * r * r)
```

```
def cirperimeter(r):
```

```
    return (2 * pi * r)
```

Rect Functions.py

```
def RectArea(l, b):
```

```
    return (l*b)
```

```
def RectPerimeter(l, b):
```

```
    return (2*(l+b))
```

Sub-package - 3D Graphics

cuboid Functions.py

```
# Area of cuboid
```

```
def cubArea(a):
```

```
    result = 6*a*a
```

```
    return result.
```

```
# perimeter of cuboid.
```

```
def cubperimeter(l, b, h):
```

```
    result = 4*(l+b+h)
```

```
    return result.
```

Sphere Functions.py

```
# Area of sphere.
```

```
def sphArea(r):
```

```
    result = 4*3.14*r*r.
```

```
    return result.
```


* perimeter of sphere.

def sphperimeter (r):

result = $(4/3) * 3.14 * r * r$

return result.

Expected
- Output

enter length of rectangle 5

enter breadth of a rectangle 2

area = 10

perimeter = 14.

enter the radius of a circle 6

circle area = 113.03999999999999

circle perimeter = 37.68.

enter radius of sphere 7

area of sphere = 615.44.

perimeter of sphere = 1436.0266666666666.

enter the edge of cuboid .9

enter the length of cuboid 9.

enter the breadth of cuboid 6

enter the height of cuboid 6

enter the height of cuboid 4

area of cuboid 486

perimeter of cuboid 76.