

Computer Science XII Practical File 2022-23

Made by-

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XII - F

Roll no. 39

BASICS OF

PYTHON

Write a Python program to obtain temperatures of 7 days of a week and then display the average temperature of the week.

Source Code-

print("Temperature of the week (°C)") #Title

```
#Obtain Temperature input from user tempMon=float(input("Enter Temperature on Monday (°C): ")) tempTue=float(input("Enter Temperature on Tuesday (°C): ")) tempWed=float(input("Enter Temperature on Wednesday(°C): ")) tempThu=float(input("Enter Temperature on Thursday (°C): ")) tempFri=float(input("Enter Temperature on Friday (°C): ")) tempSat=float(input("Enter Temperature on Saturday (°C): ")) tempSun=float(input("Enter Temperature on Sunday (°C): "))
```

```
tempAvg=(tempMon + tempTue + tempWed + tempThu + tempFri + tempSat + tempSun)/7 #Average Temperature tempAvg = (tempAvg//0.01)/100 #removes everything after 2 decimals
```

print("The average temperature of the week was ",tempAvg,"⁰C",sep="") #Output

```
C:\Python\python.exe
Temperature of the week (°C)
                              (°C): 36.5
Enter Temperature on Monday
                              (°C): 23.1
Enter Temperature on Tuesday
Enter Temperature on Wednesday(°C): 34.2
Enter Temperature on Thursday (°C): 38.55
Enter Temperature on Firday
                              (°C): 32.1
Enter Temperature on Saturday (°C): 34.98
                              (°C): 21.2
Enter Temperature on Sunday
The average temperature of the week was 31.51°C
Process returned 0 (0x0)
                                execution time: 41.384 s
Press any key to continue . . .
```

Write a Python program to accept two numbers and one operator (+,-,*,/,%) from the user and display the calculated result, according to the operator input from the user.

Source Code-

```
print("Mathematical Operations") #Title
#Number Input
n1=float(input("\nEnter first number: "))
n2=float(input("Enter Second number: "))
#operator Input
operator = input("\nEnter Operator (+, -, *, /, %):")
print(") #newline
#Operation based on operator
if(operator=="+"):
  print("The sum of",n1,"and",n2,"is",(n1+n2))
elif(operator=="-"):
  print("The difference of",n1,"and",n2,"is",(n1-n2))
elif(operator=="*"):
  print("The product of",n1,"and",n2,"is",(n1*n2))
elif(operator=="/"):
  print("The quotient of",n1,"and",n2,"is",(n1/n2))
elif(operator=="%"):
  print("The modulo of",n1,"and",n2,"is",(n1%n2))
else: #when input is not a valid operator
  print("Invalid operator!")
```

```
C:\Python\python.exe

Mathematical Operations

Enter first number: 12
Enter Second number: 1

Enter Operator ( + , - , * , / , % ): +

The sum of 12.0 and 1.0 is 13.0

Process returned 0 (0x0) execution time : 6.747 s

Press any key to continue . . . .
```

```
C:\Python\python.exe
 Mathematical Operations
 Enter first number: 12
 Enter Second number: 1
 Enter Operator ( + , - , * , / , % ): -
 The difference of 12.0 and 1.0 is 11.0
 Process returned 0 (0x0) execution time : 4.625 s
 Press any key to continue . . .
  C:\Python\python.exe
 Mathematical Operations
 Enter first number: 12
 Enter Second number: 2
 Enter Operator ( + , - , * , / , % ): *
 The product of 12.0 and 2.0 is 24.0
 Process returned 0 (0x0)
                            execution time : 7.154 s
 Press any key to continue . . .
  C:\Python\python.exe
 Mathematical Operations
 Enter first number: 12
 Enter Second number: 2
 Enter Operator ( + , - , * , / , % ): /
 The quotient of 12.0 and 2.0 is 6.0
 Process returned 0 (0x0)
                            execution time : 4.586 s
 Press any key to continue . . .
 C:\Python\python.exe
Mathematical Operations
Enter first number: 12
Enter Second number: 2
Enter Operator ( + , - , * , / , % ): %
The modulo of 12.0 and 2.0 is 0.0
```

Process returned 0 (0x0) execution time : 11.156 s

Press any key to continue . . . _

Write a Python program that inputs a student's marks in five subjects (out of 100), then prints the

percentage of marks, and calculates grades as per the following rules:

Marks	Marks
85% and above	A
75% -84%	В
65% - 74%	С
50% - 64%	D
40% - 49%	E
39% and below	Fail

Source Code-

```
subjects, iter, marks=["English", "Physics", "Chemistry", "Maths", "Computer
Science"], o, [0,0,0,0,0]
for sub in subjects:
  marks[iter]=(int(input(("Marks in "+sub+": "))))
  iter+=1
iter=0
for sub in subjects:
 if(marks[iter]>39):
    print("\nYour Grade in",sub,"is ",end="")
    if (marks[iter] > = 85):
      print("A")
    elif (marks[iter]>=75):
      print("B")
    elif (marks[iter]>=65):
      print("C")
    elif (marks[iter]>=50):
      print("D")
    elif (marks[iter]>=40):
      print("E")
  else:
    print("\nYour are fail in",sub)
  iter+=1
```

```
Marks in English: 35
Marks in Physics: 45
Marks in Chemistry: 65
Marks in Maths: 78
Marks in Computer Science: 95
Your are fail in English
Your Grade in Physics is E

Your Grade in Maths is B

Your Grade in Computer Science is A

Process returned 0 (0x0) execution time: 37.588 s

Press any key to continue . . .
```

```
C:\Python\python.exe

Marks in English: 55

Marks in Physics: 67

Marks in Chemistry: 97

Marks in Maths: 30

Marks in Computer Science: 100

Your Grade in English is D

Your Grade in Physics is C

Your Grade in Chemistry is A

Your are fail in Maths

Your Grade in Computer Science is A

Process returned 0 (0x0) execution time: 13.640 s

Press any key to continue . . .
```

Write a Python program to display all multiples between 2 and 100 of a number input from user.

Source Code-

```
print("Multiples between 2 and 100")
num = int(input("Enter a number between 2 and 100: "))
if (num>2 and num<100):
    print("The multiples of",num,"are :")
    for j in range(3,100):
        if((j%num)==0):
            print('\t',j)
else:
    print("Invalid input.")</pre>
```



```
C:\Python\python.exe

Multiples between 2 and 100

Enter a number between 2 and 100: 12

The multiples of 12 are :

12

24

36

48

60

72

84

96
```

Write a Python program to take an integer input N from the user. Print N Fibonacci numbers. Recall that Fibonacci series progresses as 0 1 1 2 3 5 8 13......

Source Code-

```
print("Fibonacci Series Calculator")
a1,a2,n,an=0,1,int(input("Number of terms for Fibonacci Series: ")),1
if (n<1):
    print("Invalid Input")
elif (n==1):
    print("o")
elif (n==2):
    print("o \n1")
else:
    print("o \n1")
for j in range(3,n+1):
    an = a1 + a2
    a1 = a2
    a2 = an
    print(an)</pre>
```

```
C:\Python\python.exe

Fibonacci Series Calculator
Number of terms for Fibonacci Series: 6

0

1

1

2

3

5

C:\Python\python.exe

Fibonacci Series Calculator
Number of terms for Fibonacci Series: 1

0

C:\Python\python.exe

Fibonacci Series Calculator
Number of terms for Fibonacci Series: 2

0

1
```

```
C:\Python\python.exe

Fibonacci Series Calculator

Number of terms for Fibonacci Series: 10

0

1

2

3

5

8

13

21
```

Write a Python program to take an integer input N from the user and print the factorial of N. Program should print an error for negative numbers.

Source Code-

```
print("Multipliation Tables")
n=int(input("Enter Number: "))
print("Table of",n,"is:")
for j in range(1,11):
    nj = n * j
    print(n,"x",str(j).zfill(2),"=",nj)
```

```
Multipliation Tables
Enter Number: 14
Table of 14 is:
14 x 01 = 14
14 x 02 = 28
14 x 03 = 42
14 x 04 = 56
14 x 05 = 70
14 x 06 = 84
14 x 07 = 98
14 x 08 = 112
14 x 09 = 126
14 x 10 = 140
```

```
C:\Python\python.exe

Multipliation Tables

Enter Number: 129

Table of 129 is:

129 x 01 = 129

129 x 02 = 258

129 x 03 = 387

129 x 04 = 516

129 x 05 = 645

129 x 06 = 774

129 x 07 = 903

129 x 08 = 1032

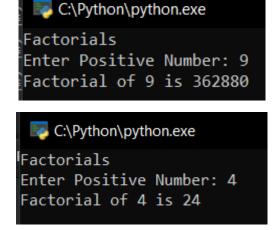
129 x 09 = 1161

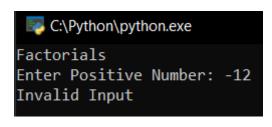
129 x 10 = 1290
```

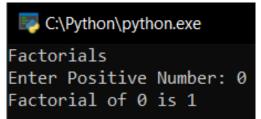
Write a Python program to take an integer input N from the user and print the factorial of N. Program should print an error for negative numbers.

Source Code-

```
print("Factorials")
Fac , n = 1 , int(input("Enter Positive Number: "))
if(n<0):
    print("Invalid Input")
elif (n==0):
    print("Factorial of 0 is 1")
elif(n>0):
    for fact in range(1,n+1):
        Fac*=fact
    print("Factorial of",n,"is",Fac)
```



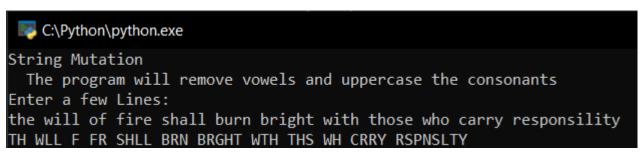




Write a Python program to input a string from the user and check for vowels and consonants. Remove all vowels, change the case of the consonants and generate the resultant string.

Source Code-

```
print("String Mutation \n The program will remove vowels and uppercase the
consonants")
Sen , ts=input("Enter a few Lines: \n") , []
for j in range(o,len(Sen)):
    ts.append(Sen[j])
for num in range(o,len(Sen)):
    a=ts[num]
    if a in "AEIOUaeiou" :
        ts[num] = ""
    else:
        ts[num] = ts[num].upper()
    print(ts[num], end="")
```



```
C:\Python\python.exe

String Mutation

The program will remove vowels and uppercase the consonants

Enter a few Lines:

I make my own destiny, the clan shall not discriminate against us.

MK MY WN DSTNY, TH CLN SHLL NT DSCRMNT GNST S.
```

Write a Python program to input a string and replace all spaces with hyphen (without using inbuilt functions)

Source Code-

```
n = input("Enter String: ")
for j in range(len(n)):
  if n[j] == " ":
    print('-',end="")
  else:
    print(n[j],end="")
```

```
C:\Python\python.exe

Enter String: yes this is a string

yes-this-is-a-string

Process returned 0 (0x0) execution time : 10.998 s

Press any key to continue . . . _
```

```
C:\Python\python.exe

Enter String: Nothing ever goes as planned in this world

Nothing-ever-goes-as-planned-in-this-world

Process returned 0 (0x0) execution time : 15.879 s

Press any key to continue . . . _
```

Write a Python Program to calculate the average length of a word in a string input by user.

Source Code-

```
C:\Python\python.exe
Enter Sentence: this was yes
The Average word length is 3.33.

Process returned 0 (0x0) execution time : 8.000 s
Press any key to continue . . .
```

```
C:\Python\python.exe

Enter Sentence: this was no
The Average word length is 3.0.

Process returned 0 (0x0) execution time : 5.726 s

Press any key to continue . . .
```

Write a program to delete elements using index value and storing the deleted value.

Source Code-

```
print(" Welcome to List Index Deletion and Storage")
LS = 0
while True:
    try: LS = eval(input(" Enter List: "))
    except: pass
    if type(LS)==type([]): break
    print(' Invalid, Try Again')
de = int(input("Enter Index to Delete: "))
a = LS.pop(de)
print("New List: ",LS)
print(a)
```

```
Welcome to List Index Deletion and Storage
Enter List: [1,2,3,4,5,7,8,121]
Enter Index to Delete: 3
New List: [1, 2, 3, 5, 7, 8, 121]
4

Process returned 0 (0x0) execution time : 10.388 s
Press any key to continue . . .
```

```
Welcome to List Index Deletion and Storage
Enter List: ['a','b','c','dancers']
Enter Index to Delete: 3
New List: ['a', 'b', 'c']
dancers

Process returned 0 (0x0) execution time : 18.481 s
Press any key to continue . . . _
```



Write a program with list functions and methods

Source Code-

```
print("List Functions and Methods")
lost = [1,2,3,4,6,7,121,-31.41,2,3,2,2]
print("The list is",lost,"\n")
print("""
You can select from functions to perform on the list:
1) index()
2) append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()
""")
while True:
  option = int(input("Enter the Option: "))
  if option==1:
    print(lost.index(eval(input("index() \nEnter the item (use appropriate variable
    format): "))))
  elif option==2:
    print(lost.append(eval(input("append() \nEnter Item to Append (use
    appropriate variable format): "))))
  elif option==3:
    print(lost.extend(eval(input("extend() \nEnter List to Extend (use appropriate
    variable format): "))))
  elif option==4:
    print(lost.count(eval(input("count() \nEnter the Item (use appropriate variable
    format): "))))
  elif option==5:
    print(lost.reverse())
  elif option==6:
    if bool(input("sort() \nIf you want to reverse press 1: ")) == 0:
      lost.sort(); print(lost)
    else:
      lost.sort(reverse=True) ; print(lost)
  elif option==7:
    lost.insert(eval(input("count() \nEnter index: ")),eval(input("Enter Item (in
format): ")))
```

```
print(lost)
elif option==8:
    a = lost.pop(int(input("Enter index to pop: ")))
    print(lost)
    print("Removed Item:",a)
else: continue
break
```

```
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]

You can select from functions to perform on the list:
1) index()
2) append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()

Enter the Option: 1
index()
Enter the item (use appropriate variable format): 121
6

Process returned 0 (0x0) execution time: 7.009 s
Press any key to continue . . .
```

```
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]

You can select from functions to perform on the list:
1) index()
2) append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()

Enter the Option: 2
append()
Enter Item to Append (use appropriate variable format): 'actors'
[1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2, 'actors']

Process returned 0 (0x0) execution time: 12.206 s
Press any key to continue . . . _
```

```
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]

You can select from functions to perform on the list:
1) index()
2) append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()

Enter the Option: 3 extend()
Enter List to Extend (use appropriate variable format): [434,353]
[1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2, 434, 353]

Process returned 0 (0x0) execution time: 13.572 s
Press any key to continue . . .
```

```
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
1) index()
append()
3) extend()
4) count()
5) reverse()
6) sort()
  insert()
8) pop()
Enter the Option: 4
count()
Enter the Item (use appropriate variable format): 2
4
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
index()
append()
3) extend()
4)
  count()
5) reverse()
6) sort()
7)
  insert()
8) pop()
Enter the Option: 5
[2, 2, 3, 2, -31.41, 121, 7, 6, 4, 3, 2, 1]
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
1) index()
2) append()
3) extend()
4) count()
5) reverse()
6)
  sort()
7) insert()
8) pop()
Enter the Option: 6
sort()
If you want to reverse press 1: 1
[121, 7, 6, 4, 3, 3, 2, 2, 2, 2, 1, -31.41]
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
index()
append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()
Enter the Option: 6
sort()
If you want to reverse press 1 else blank:
[-31.41, 1, 2, 2, 2, 2, 3, 3, 4, 6, 7, 121]
```

```
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
1) index()
append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()
Enter the Option: 7
count()
Enter index: 4
Enter Item (in format): '4th item'
[1, 2, 3, 4, '4th item', 6, 7, 121, -31.41, 2, 3, 2, 2]
List Functions and Methods
The list is [1, 2, 3, 4, 6, 7, 121, -31.41, 2, 3, 2, 2]
You can select from functions to perform on the list:
index()
append()
3) extend()
4) count()
5) reverse()
6) sort()
7) insert()
8) pop()
Enter the Option: 8
Enter index to pop: 6
[1, 2, 3, 4, 6, 7, -31.41, 2, 3, 2, 2]
Removed Item: 121
```

FUNCTIONS

IN PYTHON

Mean Average (Multiple Forms

Source Code-

```
def avg(n1,n2,n3,n4):
  av = (n1 + n2 + n3 + n4)/4
  print(av)
a=int(input("Enter a number: "))
b=int(input("Enter a number: "))
c=int(input("Enter a number: "))
d=int(input("Enter a number: "))
avg(a,b,c,d)
def avg2(n1,n2,n3,n4):
  s=0
  l=4
  for k in n1,n2,n3,n4:
    if k=="":
      k=0
      l=1
    s = float(k)
  av=(s)/l
  print(av)
a=input("Enter a number: ")
b=input("Enter a number: ")
c=input("Enter a number: ")
d=input("Enter a number: ")
avg2(a,b,c,d)
```

```
Enter a number: 4
Enter a number: 6
Enter a number: 8
Enter a number: 9
6.75
Enter a number: 32
Enter a number: 4
Enter a number: 9
Enter a number: 92
Enter a number: 92
Enter a number: 92
```

Cubing (Multiple Forms)

```
Source Code-
```

```
#23/3/22

#Method 1:
def cube(n):
    a=n*n*n
    return a
num=float(input("Enter a number: "))
print(cube(num))

#Method 2:
def cube2(n): return n**3
num2 = float(input("Enter a Number: "))
print(cube2(num2))

#Method 3:
cube3 = lambda n : n**3
num3 = float(input("Enter a Number: "))
print(cube3(num3))
```

```
Enter a number: 4
64.0
Enter a Number: 5.6
175.61599999999996
Enter a Number: 34.1
39651.821
```

```
Enter a number: -12.3
-1860.8670000000004
Enter a Number: -2
-8.0
Enter a Number: 13
2197.0
```

Area of Circle (Multiple Forms)

```
Source Code-
```

```
#25/3/22
from math import *

#Method 1:
    def ar(rad):
        a=pi*rad*rad
        return a
r=float(input("Enter the radius: "))
print("The area is: ",ar(r))

#Method 2:
    def ar2(rad):
        return pi*(rad**2)
print("The area is: ",ar2(float(input("Enter Radius: "))))

#Method 3:
    ar3 = lambda rad : pi*(r**2)
    print("The area is: ",ar3(float(input("Enter Radius: "))))
```

```
Enter the radius: 4
The area is: 50.26548245743669
Enter Radius: 4
The area is: 50.26548245743669
Enter Radius: 4
The area is: 50.26548245743669
```

```
Enter the radius: 92
The area is: 26590.440219984008
Enter Radius: 123.3
The area is: 47761.28753733373
Enter Radius: 0.01
The area is: 0.0003141592653589793
```



Calculator

Source Code-

```
#28/3/22
from math import *
def conNum(x):
  if float(x) == round(float(x)):
    return round(float(x))
  elif float(x) != round(float(x)):
    return round(float(x),3)
def simpleCalc():
  print("Welcome to Simple Calculator, + adds, - subtracts, x multiplies, / divides,
^ exponents, exit by typing 'out' in operation")
  cv = conNum(input("Enter number: "))
  while True:
    fun = input("Enter operation: ")
    if (\text{fun} == "+"):
      cv += conNum(input("Enter number: "))
      print(cv)
    if (fun == "-"):
      cv -= conNum(input("Enter number: "))
      print(cv)
    if (fun.lower() in ("x","*") ):
      cv *= conNum(input("Enter number: "))
      print(cv)
    if (fun == "/"):
      cv /= conNum(input("Enter number: "))
      print(cv)
    if (fun == "^"):
      v = conNum(input("Enter number: "))
      cv = pow(cv,v)
      print(cv)
    if (fun.lower() == "out"):
      break
def VolumeCalc():
  print("Welcome to Volume Calculator, write shape name to find volume")
  shapeType = input("Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere,
Hemisphere, Frustrum): ")
 if shapeType.lower() == "cube":
```

```
print("The Volume of Cube is",
    conNum(input("Enter Side: "))**3)
  if shapeType.lower() == "cuboid":
    print("The Volume of Cuboid is",
    conNum(input("Enter Length: "))*conNum(input("Enter Breadth:
"))*conNum(input("Enter Height: ")))
  if shapeType.lower() == "cone":
    print("The Volume of Cone is",
    pi*(conNum(input("Enter radius: "))**2)*conNum(input("Enter height: "))/3)
  if shapeType.lower() == "cylinder":
    print("The Volume of cylinder is",
    pi*(conNum(input("Enter radius: "))**2)*conNum(input("Enter height: ")))
  if shapeType.lower() == "sphere":
    print("The Volume of Sphere is",
    4*pi/3*conNum(input("Enter radius: "))**3)
 if shapeType.lower() == "hemisphere":
    print("The Volume of Hemisphere is",
    2*pi/3*conNum(input("Enter radius: "))**3)
  if shapeType.lower() == "frustrum":
    print("The Volume of Frustrum is",fabs(
    (conNum(input("Enter radius 1: "))**3 - conNum(input("Enter radius 2: "))**3)
* pi / 3 * conNum(input("Enter height: ")) ))
def SAcalc():
  print("Welcome to Surface Area Calculator, write shape name to find Surface Area
  shapeType = input("Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere,
Hemisphere, Frustrum): ")
  if shapeType.lower() == "cube":
    print("The Surface Area of Cube is"
    6*conNum(input("Enter Side: "))**2)
  if shapeType.lower() == "cuboid":
    l=conNum(input("Enter Length: "))
    b=conNum(input("Enter Breadth: "))
    h=conNum(input("Enter Height: "))
    print("The Surface Area of Cuboid is",2*(l*b + b*h + h*l))
  if shapeType.lower() == "cone":
    r = conNum(input("Enter radius: "))
    h = conNum(input("Enter height: "))
    print("The Surface Area of Cone is",
    pi * r * (r + (r**2 + h**2)**(1/2))
  if shapeType.lower() == "cylinder":
    r = conNum(input("Enter radius: "))
    h = conNum(input("Enter height: "))
    print("The Surface Area of cylinder is",
    2*pi*r*(r+h))
 if shapeType.lower() == "sphere":
```

```
print("The Surface Area of Sphere is",
    4*pi*conNum(input("Enter radius: "))**2)
  if shapeType.lower() == "hemisphere":
    print("The Surface Area of Hemisphere is".
    3*pi*conNum(input("Enter radius: "))**2)
 if shapeType.lower() == "frustrum":
    print("The Surface Area of Frustrum is ",
    conNum(input("Enter radius 1: ")) + conNum(input("Enter radius 2: "))) * pi *
(conNum(input("Enter height: ")) + 2))
def TrigCalc():
  a = lambda x,y: x+" of "+str(y)+" is "+str(eval(x+"("+str(y)+")"))
  print("Welcome to trignometric calculator, What operation would you like to
perform?")
  trigOp = input("Enter function(sin,cos,tan,asin,acos,atan): ").lower()
 if trigOp == "sin": print(a(trigOp , float(input("Enter Value: "))))
  elif trigOp == "cos": print(a(trigOp, float(input("Enter Value: "))))
  elif trigOp == "tan": print(a(trigOp, float(input("Enter Value: "))))
  elif trigOp == "asin": print(a(trigOp , float(input("Enter Value: "))))
  elif trigOp == "acos": print(a(trigOp, float(input("Enter Value: "))))
  elif trigOp == "atan": print(a(trigOp, float(input("Enter Value: "))))
def CashCalc():
  print("Welcome to Currency convertor: it converts the currencies to different
forms")
 base = input("Enter a supported currency(USD,EUR,JPY,GBP,AUD,CAD,INR):
").upper()
  val = float(input("Enter amount:"))
  convertto = input("Enter 2nd supported
currency(USD,EUR,JPY,GBP,AUD,CAD,INR): ").upper()
  if base=="USD":
    if convertto=="USD":print("Exchange Value is",val*1)
    if convertto=="EUR":print("Exchange Value is",val*o.93)
    if convertto=="JPY":print("Exchange Value is",val*127.71)
    if convertto=="GBP":print("Exchange Value is",val*0.78)
    if convertto=="AUD":print("Exchange Value is",val*1.4)
    if convertto=="CAD":print("Exchange Value is",val*1.27)
    if convertto=="INR":print("Exchange Value is",val*76.69)
  if base=="EUR":
    if convertto=="USD":print("Exchange Value is",val*1.07)
    if convertto=="EUR":print("Exchange Value is",val*1)
    if convertto=="JPY":print("Exchange Value is",val*136.97)
    if convertto=="GBP":print("Exchange Value is",val*o.84)
    if convertto=="AUD":print("Exchange Value is",val*1.5)
    if convertto=="CAD":print("Exchange Value is",val*1.37)
    if convertto=="INR":print("Exchange Value is",val*82.17)
  if base=="JPY":
    if convertto=="USD":print("Exchange Value is",val*o.oo78)
```

```
if convertto=="EUR":print("Exchange Value is",val*o.oo73)
  if convertto=="JPY":print("Exchange Value is",val*1)
  if convertto=="GBP":print("Exchange Value is",val*0.0062)
  if convertto=="AUD":print("Exchange Value is",val*o.o11)
 if convertto=="CAD":print("Exchange Value is",val*0.010)
  if convertto=="INR":print("Exchange Value is",val*o.60)
if base=="GBP":
 if convertto=="USD":print("Exchange Value is",val*1.27)
  if convertto=="EUR":print("Exchange Value is",val*1.19)
  if convertto=="JPY":print("Exchange Value is",val*162.54)
  if convertto=="GBP":print("Exchange Value is",val*1)
 if convertto=="AUD":print("Exchange Value is",val*1.78)
  if convertto=="CAD":print("Exchange Value is",val*1.62)
  if convertto=="INR":print("Exchange Value is",val*97.62)
if base=="AUD":
  if convertto=="USD":print("Exchange Value is",val*0.71)
  if convertto=="EUR":print("Exchange Value is",val*o.67)
 if convertto=="JPY":print("Exchange Value is",val*91.2)
  if convertto=="GBP":print("Exchange Value is",val*o.56)
  if convertto=="AUD":print("Exchange Value is",val*1)
  if convertto=="CAD":print("Exchange Value is",val*0.91)
  if convertto=="INR":print("Exchange Value is",val*54.77)
if base=="CAD":
 if convertto=="USD":print("Exchange Value is",val*0.78)
  if convertto=="EUR":print("Exchange Value is",val*0.73)
  if convertto=="JPY":print("Exchange Value is",val*100.04)
  if convertto=="GBP":print("Exchange Value is",val*0.62)
 if convertto=="AUD":print("Exchange Value is",val*1.10)
  if convertto=="CAD":print("Exchange Value is",val*1)
  if convertto=="INR":print("Exchange Value is",val*60.08)
if base=="INR":
  if convertto=="USD":print("Exchange Value is",val*0.013)
  if convertto=="EUR":print("Exchange Value is",val*0.012)
 if convertto=="JPY":print("Exchange Value is",val*1.67)
 if convertto=="GBP":print("Exchange Value is",val*0.010)
  if convertto=="AUD":print("Exchange Value is",val*0.018)
  if convertto=="CAD":print("Exchange Value is",val*0.017)
  if convertto=="INR":print("Exchange Value is",val*1)
```

optionType = 0
print("Welcome to General Calculator, It has many options such as volume, area, trigonometry, currency, general.")
print("Select what you want to use")

while True:

```
optionType = input("Enter your calculator type:\n 1)Volume\n 2)Surface
Area\n 3)Trigonometry\n 4)Currency\n 5)General\n 6)Exit\n\n ")
if optionType.lower() == "volume" or optionType.lower() == "1":
    VolumeCalc()
if optionType.lower() == "surface area" or optionType.lower() == "2":
    SAcalc()
if optionType.lower() == "trigonometry" or optionType.lower() == "3":
    TrigCalc()
if optionType.lower() == "currency" or optionType.lower() == "4":
    CashCalc()
if optionType.lower() == "general" or optionType.lower() == "5":
    simpleCalc()
if optionType.lower() == "exit" or optionType.lower() == "6":
    break
```

```
Select what you want to use
Enter your calculator type:
    1)Volume
    2)Surface Area
    3)Trigonometry
   4)Currency
   5)General
    6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cube
Enter Side: 4
The Volume of Cube is 64
Enter your calculator type:
    1)Volume
    2)Surface Area
    3)Trigonometry
    4)Currency
    5)General
    6)Exit
Welcome to General Calculator, It has many options such as volume, area, trigonometry, currency, general.
Select what you want to use
Enter your calculator type:
  1)Volume
  2)Surface Area
  3)Trigonometry
  4)Currency
  5)General
  6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cuboid
Enter Length: 4
Enter Breadth: 5
Enter Height: 6
The Volume of Cuboid is 120
```

```
Enter your calculator type:
   1)Volume
   2)Surface Area
   3)Trigonometry
   4)Currency
   5)General
   6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cone
Enter radius: 4
Enter height: 5
The Volume of Cone is 83.77580409572782
Enter your calculator type:
  1)Volume
  2)Surface Area
  3)Trigonometry
  4)Currency
  5)General
  6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cylinder
Enter radius: 5
Enter height: 3
The Volume of cylinder is 235.61944901923448
Enter your calculator type:
   1)Volume
   2)Surface Area
   3)Trigonometry
   4)Currency
   5)General
   6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): sphere
Enter radius: 5
The Volume of Sphere is 523.5987755982989
Enter your calculator type:
  1)Volume
  2)Surface Area
  3)Trigonometry
  4)Currency
  5)General
  6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): hemisphere
Enter radius: 5
The Volume of Hemisphere is 261.79938779914943
```

```
Enter your calculator type:
  1)Volume
  2)Surface Area
  3)Trigonometry
  4)Currency
  5)General
  6)Exit
Welcome to Volume Calculator, write shape name to find volume
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): frustrum
Enter radius 1: 3
Enter radius 2: 4
Enter height: 5
The Volume of Frustrum is 193.73154697137056
Enter your calculator type:
   1)Volume
   2)Surface Area
   3)Trigonometry
   4)Currency
   5)General
   6)Exit
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cube
Enter Side: 4
The Surface Area of Cube is 96
Enter your calculator type:
  1)Volume
  2)Surface Area
  3)Trigonometry
  4)Currency
  5)General
  6)Exit
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cuboid
Enter Length: 4
Enter Breadth: 5
Enter Height: 6
The Surface Area of Cuboid is 148
Enter your calculator type:
   1)Volume
   2)Surface Area
   3)Trigonometry
   4)Currency
   5)General
   6)Exit
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cone
Enter radius: 7
Enter height: 24
The Surface Area of Cone is 703.7167544041137
```

```
Enter your calculator type:

1)Volume
2)Surface Area
3)Trigonometry
4)Currency
5)General
6)Exit

2
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): cylinder
Enter radius: 4
Enter height: 7
The Surface Area of cylinder is 276.46015351590177
```

```
Enter your calculator type:

1)Volume
2)Surface Area
3)Trigonometry
4)Currency
2)Surface Area
3)Trigonometry
4)Currency
5)General
6)Exit

2
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): sphere
Enter radius: 5
The Surface Area of Sphere is 314.1592653589793
```

```
Enter your calculator type:

1)Volume
2)Surface Area
3)Trigonometry
4)Currency
5)General
6)Exit

2
Welcome to Surface Area Calculator, write shape name to find Surface Area
Enter Shape (Cube, Cuboid, Cone, Cylinder, Sphere, Hemisphere, Frustrum): hemisphere
Enter radius: 7
The Surface Area of Hemisphere is 461.8141200776996
```

Line Drawing function for parameter usage

Source Code-

```
#4/4/22

def drawline(sym,t=20):
  for i in range(t):
    print(sym,end=")
  print()

drawline(sym='@')
drawline('#')
drawline('*',60)
drawline(t=80 ,sym='^')
```



Random Selection (Multiple Methods)

```
Source Code-
```

```
#8/4/22
import random
subj = ["Computer Science", "IP", "Physics", "Maths"]

#Method 1:
print(random.choice(subj))

#Method 2:
print(subj[random.randrange(3)])

#Method 3:
random.shuffle(subj)
print(subj[o])

f=['Apple','Mango','Orange','Banana','Avacado']
print('Original list: ',f)
random.shuffle(f)
print('Reshuffled list: ',f)
```

```
The subjects are ['Computer Science', 'IP', 'Physics', 'Maths']
Output will be one of these
Maths
Computer Science
Computer Science
```

```
The subjects are ['Computer Science', 'IP', 'Physics', 'Maths']
Output will be one of these
Physics
Computer Science
IP
```

```
Original list: ['Apple', 'Mango', 'Orange', 'Banana', 'Avacado']
Reshuffled list: ['Avacado', 'Banana', 'Orange', 'Mango', 'Apple']
```

Random 3 digit number and Sum (with Alternate methods) **Source Code-**

```
from random import random,randint
n=(random()*900+100)//1
print('The number is: ',n)
s = 0
while n > 0:
    s += n%10
    n//=10
print('The sum of the digits is:',s)

#Alternate Method
n2 = randint(100,999)
print("The number is:",n2)
print("The sum of digits is",sum([int(k) for k in str(n2)]))
```

Output-

#8/4/22

```
The number is: 963.0
The sum of the digits is: 18.0
The number is: 629
The sum of digits is 17
```

```
The number is: 493.0
The sum of the digits is: 16.0
The number is: 255
The sum of digits is 12
```

List Fillers (random library application for dummy Data Strucuture Analysis)

Source Code-

```
#11/4/22
```

```
from random import randint
def fill_list(L, num, min, max):
    for _ in range(num): L.append(randint(min,max))
low, up, elem = int(input("Enter Minimum: ")), int(input("Enter Maximum: ")),
int(input("Enter total terms: "))
a = []
b = []
fill_list(b,elem,low,up)
print("\n Another set Min:69, Max:420, Total:13")
fill_list(a, min=69, max=420, num=13)
print(b)
print(a)
```

```
Enter Minimum: 10
Enter Maximum: 99
Enter total terms: 15

Another set Min:69, Max:420, Total:13
[13, 36, 34, 60, 20, 94, 33, 72, 32, 46, 76, 50, 76, 81, 26]
[302, 101, 349, 70, 215, 303, 113, 174, 294, 257, 130, 164, 292]
```

```
Enter Minimum: 4
Enter Maximum: 10
Enter total terms: 18

Another set Min:69, Max:420, Total:13
[8, 8, 8, 7, 5, 8, 10, 4, 7, 8, 6, 4, 9, 9, 7, 9, 6, 7]
[129, 147, 283, 214, 341, 356, 393, 407, 204, 102, 236, 414, 160]
```



Binary Search Algorithm to reduce time complexity

```
Source Code-
```

```
#18/4/22
```

from random import randint

```
def bin (l,el):
  mid=len(l)//2
  low=(0)
 high=len(l)-1
  passes=0
  while I[mid]!=el and low<=high:
    if el>l[mid]:
      low=mid+1
    else:
      high=mid-1
    mid=(high+low)//2
    passes+=1
 if low>high:
    return None
  else:
    return mid, passes
a=[]
for in range(12):
  a.append(randint(1,100))
a.sort()
print(a)
v=int(input('Enter to search: '))
op = bin(a,v)
print("found at index:",op[o],"in",op[1])
```

```
[15, 25, 29, 36, 50, 66, 70, 72, 72, 81, 83, 96]
Enter to search: 70
found at index: 6 in 0
```

```
[5, 19, 23, 41, 67, 71, 73, 76, 82, 82, 89, 100]
Enter to search: 89
found at index: 10 in 2
```

Random application (Lottery Generation)

Source Code-

#19/4/22

from random import uniform print("Lottery number is between 1-100") a = round(uniform(0,100),4) print("Random Lottery number is",a)

print("Lottery is won by ticket containing numbers: ")
a = lambda : uniform(1,100)//0.01 /100
print(a(),",",a(),"and",a())

Output-

Lottery number is between 1-100
Random Lottery number is 26.9845
Lottery is won by ticket containing numbers:
68.77 , 76.28 and 61.94

Lottery number is between 1-100
Random Lottery number is 8.8546
Lottery is won by ticket containing numbers:
24.82 , 40.72 and 6.3

Random application (Direction Selector, Treasure mapprecursor)

Source Code-

#21/4/22

import random

direction = random.choice(["East", "West", "North", "South"])
print("Randomly selected cardinal direction is", direction)

def d():

dir = random.choice(["East", "West", "North", "South"])
 return dir
print("Random non cardinal Direction is",d()+"-"+d())

Output-

Randomly selected cardinal direction is South Random non cardinal Direction is North-East

Randomly selected cardinal direction is East Random non cardinal Direction is West-South

Randomly selected cardinal direction is South Random non cardinal Direction is North-West

Vowel Counter (Multiple Methods)

```
Source Code-
```

```
#22/4/22
#Method 1:
def countvowel(s):
  c=0
  for ch in s:
    if ch in 'aeiouAEIOU':
      c+=1
  return c
sin=input('Enter a string: ')
count=countvowel(sin)
print('Total number of vowels in the string are: ',count)
#Method 2:
def vowelcount(st): return len([" for k in st if st.lower() in "aeiou"])
a=input('Enter a string: ')
d=countvowel(a)
print('Total number of vowels in the string are: ',d)
```

```
Enter a string: racemic mixture

Total number of vowels in the string are: 6

Enter a string: racemisation

Total number of vowels in the string are: 6
```

```
Enter a string: Exhaliaratied
Total number of vowels in the string are: 7
Enter a string: Grotesque
Total number of vowels in the string are: 4
```



Higher Lower (Simple Guessing Game)

Source Code-

```
#22/4/22
#Higher lower game
import random

initial = round(100000 * random.random())
while True:
    print("number is: ",initial)
    print("Higher or lower\n")
    new = round(100000 * random.random())
    input()
    if new>initial:
        print('its higher')

if new<initial:
    print('its lower')

initial = new</pre>
```

```
number is: 39354
Higher or lower
higher
its lower
number is: 37133
Higher or lower
higher
its higher
number is: 47476
Higher or lower
higher
its higher
number is: 70266
Higher or lower
lower
its higher
number is: 93037
Higher or lower
```

```
number is:
            80149
Higher or lower
lower
its higher
number is: 85206
Higher or lower
lower
its lower
number is: 60568
Higher or lower
lower
its lower
number is: 1852
Higher or lower
higher
its higher
number is:
Higher or lower
```

Character counter

Source Code-

```
#22/4/22
def countChar(s,ch):
  c=0
  for i in s:
    if i==ch:
      c+=1
  return c
sin=input('Enter a string: ')
ch1=input('Enter the character to count: ')
f=countChar(sin,ch1)
if f==0:
  print(ch1, "does not exist.")
  print(ch1,'exist',f,'times.')
#Alernate Method
chCount = lambda x,y : len(["" for k in x if k == y])
v = chCount(input("Enter String: "),input("Enter character: "))
if v!=o: print("Character found",v,"times")
else: print("Character not found")
```

```
Enter a string: Aranactnatalas
Enter the character to count: a
a exist 5 times.
Enter String: dextrorotatory
Enter character: r
Character found 3 times
```

Passing Immutables as parameters

Source Code-

```
#22/4/22
```

#passing immutable tuple to a function

```
def ttl(A):
    A=list(A)
    A[0]=A[0]*2
    A[1]=A[1]+10
    print(A)

t=(100,200)
print(t)
```

Output-

ttl(t)

```
(100, 200)
[200, 210]
```

Tuple Sotrage and Multi Value Return Unpacking **Source Code-**

```
#22/4/22

def countOddEven(t):
   odd = len([" for k in t if k%2==1])
   return odd , len(t) - odd
store = tuple()
times = int(input("Number of elements: "))

for _ in range(times):
   store+= (int(input("Enter Element "+str(_+1)+": ")),)

a,b = countOddEven(store)
print("Odd numbers are",a , "and Even numbers are",b)
```

```
Number of elements: 5
Enter Element 1: 53
Enter Element 2: 23
Enter Element 3: 75
Enter Element 4: 66
Enter Element 5: 54
Odd numbers are 3 and Even numbers are 2
```

```
Number of elements: 7
Enter Element 1: 34
Enter Element 2: 53
Enter Element 3: 13
Enter Element 4: 74
Enter Element 5: 56
Enter Element 6: 28
Enter Element 7: 19
Odd numbers are 3 and Even numbers are 4
```

Functions for Dictionary undates

Source Code-

```
#22/4/22
def marksu(s,nm):
  s['Marks']+=nm
  s["Status"]="Updated"
s1={'Name':'Akash','Marks':56,'Status':'Old'}
s2={'Name':'Chinmay','Marks':60,'Status':'Old'}
s3={'Name':'Chirag','Marks':50,'Status':'Old'}
print("Original data: ")
print(s1)
print(s2)
print(s3)
marksu(s1,70)
marksu(s2,80)
marksu(s3,75)
print("After updating: ")
print(s1)
print(s2)
print(s3)
```

```
Original data:
{'Name': 'Akash', 'Marks': 56, 'Status': 'Old'}
{'Name': 'Chinmay', 'Marks': 60, 'Status': 'Old'}
{'Name': 'Chirag', 'Marks': 50, 'Status': 'Old'}
After updating:
{'Name': 'Akash', 'Marks': 126, 'Status': 'Updated'}
{'Name': 'Chinmay', 'Marks': 140, 'Status': 'Updated'}
{'Name': 'Chirag', 'Marks': 125, 'Status': 'Updated'}
```

Frequncy Distribution by dictionary purposing

Source Code-

```
#23/4/22

def freq(l):
    d={}
    for i in l:
        if i not in d:
        d[i]=1
        else:
        d[i]+=1
    return d

l1=[1,2,31,4,1,4,6,2,1,6,6,2]
    print(freq(l1))
```

```
{1: 3, 2: 3, 31: 1, 4: 2, 6: 3}
```



Treasure Hunt Map System, It makes a treasure hunt hap based on map number (consistent across reruns)

Source Code-

```
#4/6/22
import random
def dist():
  return str(random.randrange(1,15)*50)
print("Treasure map Hunting")
print("This generates a set of instructions for you to follow")
cardinalDirL = ["North", "South"]
cardinalDirB = ["East", "West"]
localDirL = ["Forward", "backward"]
localDirB = ["Left", "Right"]
type = ["cardinal", "local"]
#cardinal is north south east west
#local is left right forward backward
mapno = int(input("Enter Map Number: "))
random.seed(mapno)
#same map number yeilds same map each time (psuedo randomism)
steps = random.randrange(10)
path = ""
for k in range(steps):
  random.shuffle(type)
  if type[o]=="cardinal":
    mode = random.choice(["axis", 'diagonal'])
    if mode == "axis":
      path+=str(k+1)+") Go " + dist() + "m " + random.choice( cardinalDirB +
cardinalDirL)
    if mode == "diagonal":
      path+=str(k+1)+") Go " + dist() + "m " + random.choice( cardinalDirL) + "-"
+ random.choice( cardinalDirB)
  if type[o]=="local":
    mode = random.choice(["axis", 'diagonal'])
    if mode == "axis":
      path+=str(k+1)+") Go " + dist() + "m " + random.choice( localDirB +
localDirL)
    if mode == "diagonal":
```

```
path+=str(k+1)+") Go " + dist() + "m " + random.choice( localDirL) + "-" +
random.choice( localDirB)
    path+="\n"
print(path)
```

```
Treasure map Hunting
This generates a set of instructions for you to follow
Enter Map Number: 76

1) Go 200m South-East
2) Go 250m North
3) Go 200m North-West
4) Go 300m East
5) Go 500m backward-Left
```

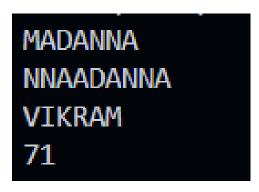
```
Treasure map Hunting
This generates a set of instructions for you to follow
Enter Map Number: 423
1) Go 200m backward-Left
2) Go 700m Forward-Right
3) Go 300m East
4) Go 450m South
5) Go 100m Left
```

```
Treasure map Hunting
This generates a set of instructions for you to follow
Enter Map Number: 76

1) Go 200m South-East
2) Go 250m North
3) Go 200m North-West
4) Go 300m East
5) Go 500m backward-Left
```

WAP using functions as objects and combining them **Source Code-**

```
#4/6/22
#using functions as objects and combining them
name = "Madam"
print(name.replace('m','nna').upper())
print(name.upper().replace("M",'NNA'))
name="Vikram"
print(name.replace('im','nt').upper())
#finding number of numbers with a conditional : odd, divisible by 7, leaves
remainder 3 on dividing by 5, less than 5000
print(len([x for x in range(5000+1) if x\%2==1 and x\%7==0 and x\%5==3]))
```



WAP for a List Modifier (even/2 and odd x2) **Source Code-**

```
#6/5/22

GivenList1 = [458,646,64,385,48,364,77,62,43,59,78]
print("List Before Function is", GivenList1)

def OddEven1(Ls):
    for k in range(len(Ls)):
        if Ls[k] %2==0 : Ls[k]//=2
        else: Ls[k]*=2
OddEven1(GivenList1)

print("List After Method is", GivenList1)
```

Output-

List Before Function is [458, 646, 64, 385, 48, 364, 77, 62, 43, 59, 78] List After Method is [229, 323, 32, 770, 24, 182, 154, 31, 86, 118, 39]

WAP to apply matrices and find out the transeverse

```
Source Code-
```

```
#6/5/22

def MatrixPrintDiagonal(l):
    for i in range(len(l)):
        for j in range(len(l[i])):
            if i==j:
                print(l[i][j],end='\t')
            else:
                 print(",end='\t')
            print()

m=[
        [1,2,3],
        [4,5,6],
        [7,8,9]
]
```

MatrixPrintDiagonal(m)



WAP input from user processes sum and average **Source Code-**

```
#6/5/22
def avgs(l):
 s=0
 for i in l:
   s+=i
 avg=s/len(l)
 return s,avg
l1=[]
n=int(input('Enter how many numbers: '))
for i in range(n):
 num=int(input('Enter any number: '))
 l1.append(num)
print(l1)
savg=avgs(l1)
print('Sum= ',savg[0],'Average= ',savg[1])
Output-
Enter how many numbers: 5
Enter any number: 9905
Enter any number: 0506
Enter any number: 3011
Enter any number: 0812
Enter any number: 0308
[9905, 506, 3011, 812, 308]
       14542 Average= 2908.4
Sum=
Enter how many numbers: 6
Enter any number: 91
Enter any number: 322
Enter any number: 45
Enter any number: 21
Enter any number: 56
Enter any number: 8
[91, 322, 45, 21, 56, 8]
```

Sum= 543 Average= 90.5

WAP

Source Code-

```
#6/5/22

def OEcount(mytuple):
    even = len(["" for k in mytuple if k%2==0])
    odd = len(mytuple) - even
    return odd,even

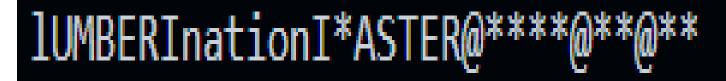
n = int(input("Number of Numbers: "))
tup = ()
for _ in range(n): tup += (int(input("Enter Number: ")),)
    o,e = OEcount(tup)
print("Odd in tuple is",o,"and even in tuple is",e)
```

```
Number of Numbers: 5
Enter Number: 9905
Enter Number: 3011
Enter Number: 0506
Enter Number: 0812
Enter Number: 0308
Odd in tuple is 2 and even in tuple is 3
```

WAP to Jumble cases and replace numbers and symbols **Source Code-**

```
#19/5/22

def j(s):
    sn1="
    for i in range(len(s)):
        if s[i].islower(): sn1+=s[i].upper()
        elif s[i].isupper(): sn1+=s[i].lower()
        elif s[i].isdigit(): sn1+="*"
        else: sn1+='@'
    return sn1
print(j("LumberiNATIONi5aster*2001*11*09"))
```



FILE HANDIING

IN PYTHON

Finding size of text file.

```
Source Code-
```

```
#6/6/22
import sd

myfile=open('p28.txt','r')
str1=' '
size=0
tsize=0

while str1:
    str1=myfile.readline()
    tsize=tsize+len(str1)
    size=size+len(str1.strip())

print('Total size: ',tsize)
print('Size after removing EOL and blank spaces: ',size)
myfile.close()
```

Text File-

```
classXII > practicals > term1 > ≡ p28.txt

1 Hye!
2 This is my first program in file handling.
3 I am practicing to make a project for the midterm project.
```

```
Total size: 107
Size after removing EOL and blank spaces: 104
```

WAP to read from a file

Source Code-

```
#6/6/22
import sd
#method 1 to read
myfile1 = open("p29.txt", "r")
for line in myfile1:
  print(line,end="")
print()
myfile1.close()
#method 2 to read
myfile1 = open("p29.txt", "r")
for line in myfile1.readlines():
  print(line.rstrip("\n"))
myfile1.close()
#method 3 to read
myfile1 = open("p29.txt", "r")
a = [line.strip("\n") for line in myfile1]
print(a)
myfile1.close()
```

Text File-

```
classXII > practicals > term1 > ≡ p29.txt

1 Line number 1

2 Line number 2

3 Line number 3
```

```
Line number 2
Line number 3
Line number 1
Line number 2
Line number 2
Line number 3
['Line number 1', 'Line number 2', 'Line number 3']
```

WAP to write data into a file

Source Code-

#6/6/22

import sd

myfile=open('p3o.txt','w')

myfile.writelines('Line number 4')

myfile.close()

print('Data saved in the file.')

Text File before-

```
classXII > practicals > term1 > ≡ p30.txt
```

Text File after-

```
classXII > practicals > term1 > ≡ p30.txt

1 Line number 4
```

Output-

Data saved in the file.

WAP to read from File (#1)

Source Code-

#6/6/22

import sd

myfile = open("p31.txt", 'r+')
data = [line for line in myfile]
[print(k.rstrip("\n")) for k in data]

myfile.seek(0) myfile.writelines(data) myfile.close()

Text File-

```
classXII > practicals > term1 > \( \bar{\text{p}} \) p31.txt

1 writer
2 whiter
3 tighter
4 mighter
```

```
writer
whiter
tighter
mighter
```

Source Code-Output-

Source Code-

Output-

Program

Source Code-

Output-

Program

Source Code-

Output-

Program

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Source Code-Output-