

WEEK-01**05 December, 2025**

TASK 1 :**AIM:** To write a python script to illustrate data types (int, char, float, string).**PROCEDURE:**

Illustrate the declaration and use of fundamental data types:

- Integer (int)
- Floating-point number (float)
- String (str)

Utilize the built-in type() function to dynamically determine and display the data type (class) associated with each assigned variable at runtime

CODE:

```
age = 18
print("Age:", age)
print("Data type of age:", type(age))

height = 5.1
print("\nHeight:", height)
print("Data type of height:", type(height))

grade = 'A'
print("\nGrade:", grade)
print("Data type of grade:", type(grade))

name = "Ramya"
print("\nName:", name)
print("Data type of name:", type(name))
```

OUTPUT:

Age: 18

Data type of age: <class 'int'>

Height: 5.1

Data type of height: <class 'float'>

Grade: A

Data type of grade: <class 'str'>

Name: Ramya

Data type of name: <class 'str'>

INFERENCES/CONCLUSION:

- age is an integer, so its data type is int.
- height is a decimal value, so its data type is float.
- grade is a single character and is treated as string.
- name is a group of characters and is treated as string.
- The type() function is used to find the data type of variables.

TASK2:

AIM : Write a python program to perform the following expressions using operator precedence

(1) $5+3*2$

(2) $2*3**2$

(3) $2**3**2$

(4) $(2**3)**2$

PROCEDURE:

1. Open a Python IDE or text editor.

2. Assign expressions to variables:

`expr1 = 5 + 3 * 2`

`expr2 = 2 * 3 ** 2`

`expr3 = 2 ** 3 ** 2`

`expr4 = (2 ** 3) ** 2`

3. Print the value and type of each expression:

```
print(expr1, type(expr1))
```

```
print(expr2, type(expr2))
```

```
print(expr3, type(expr3))
```

```
print(expr4, type(expr4))
```

4. Save and run the program.

CODE:

```
result1 = 5 + 3 * 2
```

```
print("5 + 3 * 2 =", result1)
```

```
result2 = 2 * 3 ** 2
```

```
print("2 * 3 ** 2 =", result2)
```

```
result3 = 2 ** 3 ** 2
```

```
print("2 ** 3 ** 2 =", result3)
```

```
result4 = (2 ** 3) ** 2
```

```
print("(2 ** 3) ** 2 =", result4)
```

OUTPUT:

```
5 + 3 * 2 = 11
```

```
2 * 3 ** 2 = 18
```

```
2 ** 3 ** 2 = 512
```

```
(2 ** 3) ** 2 = 64
```

INFERENCES/CONCLUSION:

- Multiplication has higher precedence than addition, so $5 + 3 * 2$ gives 11.
- Exponentiation is evaluated before multiplication, so $2 * 3 ** 2$ gives 18.
- Exponentiation is right-associative, so $2 ** 3 ** 2$ is evaluated as $2 ** (3 ** 2)$ giving 512.
- Using parentheses changes precedence, so $(2 ** 3) ** 2$ gives 64.
- All the expressions result in integer (int) values.

TASK3:

AIM : Write a python program to illustrate type conversion functions.

PROCEDURE:

1. Open Python IDE or editor.
2. Convert integer to float and print.
3. Convert float to integer and print.
4. Convert integer to string and print.
5. Convert string to integer and print.
6. Convert string to float and print.
7. Save and run the program.

CODE:

```
a = 10
b = float(a)
print("Integer to Float:", b)
print("Type:", type(b))
x = 12.8
y = int(x)
print("\n Float to Integer:", y)
print("Type:", type(y))

num = 25
s = str(num)
print("\n Integer to String:", s)
print("Type:", type(s))

n = "50"
m = int(n)
print("\n String to Integer:", m)
print("Type:", type(m))
```

```
f = "3.14"  
g = float(f)  
print("\n String to Float:", g)  
print("Type:", type(g))
```

OUTPUT:

Integer to Float: 10.0

Type: <class 'float'>

Float to Integer: 12

Type: <class 'int'>

Integer to String: 25

Type: <class 'str'>

String to Integer: 50

Type: <class 'int'>

String to Float: 3.14

Type: <class 'float'>

INFERENCES/CONCLUSION:

- An integer value can be converted into float using float().
- Converting a float to integer using int() removes the decimal part.
- An integer can be converted into string using str().
- A numeric string can be converted into integer using int().
- A numeric string with decimal value can be converted into float using float().

TASK4:

AIM : Write a python program to illustrate pi, sqrt, cos, sin functions of math module.

PROCEDURE:

1. Open Python IDE or editor.
2. Import the math module.
3. Print the value of pi.
4. Calculate and print the square root of a number.
5. Calculate and print the cosine of an angle.
6. Calculate and print the sine of an angle.
7. Save and run the program.

CODE:

```
import math

print("Value of pi:", math.pi)

num = 25
print("Square root of", num, "is:", math.sqrt(num))

angle = 0
print("Cos of", angle, "is:", math.cos(angle))

print("Sin of", angle, "is:", math.sin(angle))
```

OUTPUT:

```
Value of pi: 3.141592653589793
Square root of 25 is: 5.0
Cos of 0 is: 1.0
Sin of 0 is: 0.0
```

INFERENCES/CONCLUSION:

- The math module is imported to use mathematical functions.
- `math.pi` returns the constant value of pi.
- `math.sqrt()` is used to find the square root of a number.
- `math.cos()` and `math.sin()` are used to calculate cosine and sine values.
- Trigonometric functions take the angle value in radians.

WEEK-02**12 December, 2025**

TASK1:**AIM:** Write a program to calculate simple interest.**PROCEDURE:**

1. Open Python IDE or editor.
2. Input principal, rate, and time from user.
3. Calculate simple interest using:
$$(\text{principal} * \text{rate} * \text{time}) / 100$$
4. Print the simple interest.
5. Save and run the program.

CODE:

```
principal = float(input("Enter the principal amount: "))
```

```
rate = float(input("Enter the rate of interest: "))
```

```
time = float(input("Enter the time (in years): "))
```

```
simple_interest = (principal * rate * time) / 100
```

```
print("Simple Interest is:", simple_interest)
```

OUTPUT:

```
Enter the principal amount: 1000
```

```
Enter the rate of interest: 5
```

```
Enter the time (in years): 2
```

```
Simple Interest is: 100.0
```

INFERENCES/CONCLUSION:

- The program takes principal, rate, and time as input from the user.
- All input values are converted to float for accurate calculation.
- The simple interest is calculated using the formula $(P \times R \times T) / 100$.
- The calculated simple interest is stored in a variable.
- The final result is displayed using the print() function.

TASK2 :

AIM : Write a python program to calculate compound interest.

PROCEDURE:

1. Open Python IDE or editor.
2. Input principal, rate, and time from user.
3. Calculate total amount using formula: `principal * (1 + rate/100) ** time`
4. Calculate compound interest: `amount - principal`
5. Print compound interest and total amount.
6. Save and run the program.

CODE:

```
principal = float(input("Enter the principal amount: "))
rate = float(input("Enter the rate of interest: "))
time = float(input("Enter the time (in years): "))
```

```
amount = principal * (1 + rate / 100) ** time
compound_interest = amount - principal
```

```
print("Compound Interest is:", compound_interest)
print("Total Amount is:", amount)
```

OUTPUT:

Enter the principal amount: 1000

Enter the rate of interest: 10

Enter the time (in years): 2

Compound Interest is: 210.0

Total Amount is: 1210.0

INFERENCES/CONCLUSION:

- The program accepts principal, rate, and time as user inputs.
- The compound amount is calculated using the formula $P(1 + R/100)^T$.
- Compound interest is obtained by subtracting principal from total amount.
- Exponentiation (**) is used to calculate power.
- The final compound interest and total amount are displayed.

TASK3 :

AIM : Write a python program to print ASCII value of a character and vice versa.

PROCEDURE:

1. Open Python IDE or editor.
2. Input a character from the user and print its ASCII value using ord().
3. Input an ASCII value from the user and print its corresponding character using chr().
4. Save and run the program.

CODE:

```
ch = input("Enter a character: ")
print("ASCII value of", ch, "is:", ord(ch))

num = int(input("Enter an ASCII value: "))
print("Character for ASCII value", num, "is:", chr(num))
```

OUTPUT:

Enter a character: A

ASCII value of A is: 65

Enter an ASCII value: 97

Character for ASCII value 97 is: a

INFERENCES/CONCLUSION:

- The program takes a character as input from the user.
- ord() function is used to find the ASCII value of a character.

- The program also accepts an ASCII value as input.
- chr() function is used to convert an ASCII value into its character.
- This shows conversion between characters and their ASCII values.

TASK4 :

AIM : Write a python program to find the area of a circle.

PROCEDURE:

1. Open Python IDE or editor.
2. Import the math module.
3. Input the radius of the circle from the user.
4. Calculate area using formula: $\text{math.pi} * \text{radius} * \text{radius}$
5. Print the area of the circle.
6. Save and run the program.

CODE:

```
import math

radius = float(input("Enter the radius of the circle: "))

area = math.pi * radius * radius

print("Area of the circle is:", area)
```

OUTPUT:

Enter the radius of the circle: 7

Area of the circle is: 153.93804002589985

INFERENCES/CONCLUSION:

- The math module is imported to access the value of pi.
- The radius of the circle is taken as input from the user.
- The area of the circle is calculated using the formula πr^2 .
- The calculated area is stored in a variable.
- The final area of the circle is displayed using print().

TASK5 :

AIM : Write a python program to find the area of a triangle.

PROCEDURE:

1. Open Python IDE or editor.
2. Input the base and height of the triangle from the user.
3. Calculate area using formula: $0.5 * \text{base} * \text{height}$
4. Print the area of the triangle.
5. Save and run the program.

CODE:

```
base = float(input("Enter the base of the triangle: "))  
height = float(input("Enter the height of the triangle: "))  
  
area = 0.5 * base * height  
  
print("Area of the triangle is:", area)
```

OUTPUT:

Enter the base of the triangle: 10

Enter the height of the triangle: 5

Area of the triangle is: 25.0

INFERENCES/CONCLUSION:

- The base and height of the triangle are taken as input from the user.
- All input values are converted to float for accurate calculation.
- The area of the triangle is calculated using the formula $1/2 \times \text{base} \times \text{height}$.
- The calculated area is stored in a variable.
- The final area of the triangle is displayed using print().

TASK6 :

AIM :Write a program to perform string concatenation.

PROCEDURE:

1. Open Python IDE or editor.
2. Input the first and second strings from the user.
3. Concatenate the strings using + operator.
4. Print the concatenated string.
5. Save and run the program.

CODE:

```
str1 = input("Enter first string: ")  
str2 = input("Enter second string: ")  
  
result = str1 + str2  
  
print("Concatenated string:", result)
```

OUTPUT:

Enter first string: Hello

Enter second string: World

Concatenated string: HelloWorld

INFERENCES/CONCLUSION:

- The program takes two strings as input from the user.
- Both inputs are stored as string variables.
- The + operator is used to concatenate the two strings.
- The concatenated result is stored in a new variable.
- The final combined string is displayed using print().

WEEK-03**19 December, 2025**

TASK1:**AIM :** Write a program to work with 1D array operations including indexing and slicing.**PROCEDURE:**

1. Open Python IDE or editor.
2. Import the numpy module as np.
3. Create arrays using np.array(), np.linspace(), and np.arange().
4. Create arrays of zeros and ones using np.zeros() and np.ones().
5. Check array properties like shape and size.
6. Perform sorting and create identity matrix using np.sort() and np.eye().
7. Create arrays with different data types using dtype.
8. Perform arithmetic operations on arrays: addition, subtraction, multiplication, division.
9. Access array elements using indexing and slicing.
10. Print all results.
11. Save and run the program.

CODE:

```
import numpy as np
```

```
a = np.array([10, 20, 30, 40, 50])
```

```
print(a)
```

```
print(type(a))
```

```
b = np.linspace(1, 10, 6)
```

```
print(b)
```

```
a1 = np.arange(10)
a2 = np.arange(1, 5)
a3 = np.arange(10, 0, -1)
print(a1)
print(a2)
print(a3)
```

```
l = np.zeros(5)
p = np.ones(5)
print(l)
print(p)
```

```
k = np.array([1, 2, 3, 4])
print(k.shape)
```

```
print(k.size)
```

```
k = np.array([63, 2, 56, 100, 8])
print(np.sort(k))
print(np.eye(3))
```

```
print(np.array([1, 2, 3], dtype=float))
print(np.array([1, 2, 3], dtype=complex))
print(np.array([1, 2, 3], dtype=str))
print(np.array([1, 2, 3], dtype=bool))
print(np.array([1, 2, 3], dtype=object))
```

```
g = np.array([1, 2, 3, 4, 5])
g = g + 5
print("addition:", g)
```

```
g = g - 1
print("subtraction:", g)
g = g * 2
print("multiplication:", g)
g = g / 2
print("division:", g)
```

```
arr = np.array([10, 20, 30, 63, 21])
print(arr[0])
print(arr[-1])
print(arr[:2])
print(arr[1:3])
```

OUTPUT:

```
[10 20 30 40 50]
```

```
<class 'numpy.ndarray'>
```

```
[ 1.  2.8  4.6  6.4  8.2 10. ]
```

```
[0 1 2 3 4 5 6 7 8 9]
```

```
[1 2 3 4]
```

```
[10 9 8 7 6 5 4 3 2 1]
```

```
[0. 0. 0. 0. 0.]
```

```
[1. 1. 1. 1. 1.]
```

```
(4,)
```

```
4
```

```
[ 2  8 56 63 100]
```



```
[[1. 0. 0.]
```

```
[0. 1. 0.]
```

```
[0. 0. 1.]]
```

```
[1. 2. 3.]
```

```
[1.+0.j 2.+0.j 3.+0.j]
```

```
['1' '2' '3']
```

```
[ True  True  True]
```

```
[1 2 3]
```

```
addition: [ 6  7  8  9 10]
```

```
subtraction: [5 6 7 8 9]
```

```
multiplication: [10 12 14 16 18]
```

```
division: [5. 6. 7. 8. 9.]
```

```
10
```

```
21
```

```
[10 30 21]
```

```
[20 30]
```

INFERENCES/CONCLUSION:

- NumPy arrays are created using `np.array()` and are of type `ndarray`.
- Functions like `linspace()`, `arange()`, `zeros()`, and `ones()` are used to generate arrays easily.
- Array properties such as `shape` and `size` give information about dimensions and number of elements.
- NumPy supports sorting, identity matrices, and different data types.
- Arithmetic operations on NumPy arrays are performed element-wise.
- Array indexing and slicing are used to access specific elements and subarrays.

TASK2 :

AIM :Write a program to work with 2D array operations.

PROCEDURE:

1. Open Python IDE or editor.
2. Import the numpy module as np.
3. Create 2D arrays using np.array().
4. Print the arrays.
5. Check array properties: shape, size, and dimensions.
6. Access elements and slices of arrays using indexing and slicing.
7. Perform element-wise operations: addition, subtraction, multiplication, division.
8. Perform matrix multiplication using @ or np.dot().
9. Find transpose of an array using .T.
10. Find max, min, and mean using np.max(), np.min(), np.mean().
11. Create arrays of zeros and ones using np.zeros() and np.ones().
12. Create a range of numbers using np.arange() and reshape using .reshape().
13. Print all results.
14. Save and run the program.

CODE:

```
import numpy as np
```

```
a = np.array([[1, 2, 3],  
              [4, 5, 6],  
              [7, 8, 9]])
```

```
b = np.array([[9, 8, 7],  
              [6, 5, 4],  
              [3, 2, 1]])
```

```
print(a)
```

```
print(b)
```

```
print("shape of a:",a.shape)
```

```
print("size of a:",a.size)
```

```
print("dimensions of a:",a.ndim)
```

```
print("array accessing:")
```

```
print(a[0, 0])
```

```
print(a[1])
```

```
print(a[:, 1])
```

```
print(a[0:2, 1:3])
```

```
print("addition:",a + b)
```

```
print("subtraction:",a - b)
```

```
print("multiplication:",a * b)
```

```
print("division:",a / b)
```

```
print("matrix multiplication:",a@b)
```

```
print(np.dot(a, b))
```

```
print(a.T)
```

```
print("max of a:",np.max(a))
```

```
print("min of a:",np.min(a))
```

```
print("mean of a:",np.mean(a))
```

```
print(np.zeros((2, 3)))
```

```
print(np.ones((3, 2)))
```

```
c = np.arange(1, 13)
```

```
c = c.reshape(3, 4)
print(c)
```

OUTPUT:

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

```
shape of a: (3, 3)
size of a: 9
dimensions of a: 2
```

```
array accessing:
```

```
1
[4 5 6]
[2 5 8]
[[2 3]
 [5 6]]
```

```
addition: [[10 10 10]
```

```
[10 10 10]
[10 10 10]]
```

```
subtraction: [[-8 -6 -4]
```

```
[-2 0 2]
[ 4 6 8]]
```

```
multiplication: [[ 9 16 21]
```

[24 25 24]

[21 16 9]]

division: [[0.11111111 0.25 0.42857143]

[0.66666667 1. 1.5]

[2.33333333 4. 9.]]

matrix multiplication: [[30 24 18]

[84 69 54]

[138 114 90]]

[[30 24 18]

[84 69 54]

[138 114 90]]

[[1 4 7]

[2 5 8]

[3 6 9]]

max of a: 9

min of a: 1

mean of a: 5.0

[[0. 0. 0.]

[0. 0. 0.]]

[[1. 1.]

[1. 1.]

[1. 1.]]

[[1 2 3 4]

[5 6 7 8]

[9 10 11 12]]

INFERENCES/CONCLUSION:

- Two-dimensional NumPy arrays (matrices) can be created using `np.array()`.
- The shape, size, and dimensions of an array are obtained using `shape`, `size`, and `ndim`.
- Elements of a matrix can be accessed using indexing and slicing.
- NumPy supports element-wise arithmetic operations and matrix multiplication.
- Functions like `max()`, `min()`, and `mean()` are used for statistical operations.
- Transpose, zero matrices, one matrices, and reshaping arrays are supported in NumPy.

WEEK-04**26 December, 2025**

TASK1 :**AIM :** Write a python program find the power of a number without built in functions.**PROCEDURE:**

1. Open Python IDE or editor.
2. Input the base and exponent from the user.
3. Initialize result as 1.
4. Multiply result by base in a loop running exponent times.
5. Print the final power value.
6. Save and run the program.

CODE:

```
base = int(input("Enter the base: "))  
exponent = int(input("Enter the exponent: "))
```

```
result = 1  
for i in range(exponent):  
    result = result * base
```

```
print("Power =", result)
```

OUTPUT:

Enter the base: 2

Enter the exponent: 5

Power = 32

INFERENCES/CONCLUSION:

- The program calculates the power of a number using a loop.
- The base and exponent are taken as input from the user.

- A variable is initialized to 1 to store the result.
- The for loop multiplies the base repeatedly according to the exponent.
- The final power value is displayed using print().

TASK2 :

AIM : Write a python program to count the number of even and odd numbers upto the given range.

PROCEDURE:

1. Open Python IDE or editor.
2. Input the range (n) from the user.
3. Initialize counters for even and odd numbers.
4. Use a loop from 1 to n:
 - If the number is divisible by 2, increment even counter.
 - Otherwise, increment odd counter.
5. Print the count of even and odd numbers.
6. Save and run the program.

CODE:

```
n = int(input("Enter the range: "))
```

```
even = 0
```

```
odd = 0
```

```
for i in range(1, n + 1):
```

```
    if i % 2 == 0:
```

```
        even = even + 1
```

```
    else:
```

```
        odd = odd + 1
```

```
print("Even numbers count:", even)
```

```
print("Odd numbers count:", odd)
```


OUTPUT:

Enter the range: 10

Even numbers count: 5

Odd numbers count: 5

INFERENCES/CONCLUSION:

- The program counts even and odd numbers within a given range.
- The range value is taken as input from the user.
- A for loop is used to iterate through all numbers from 1 to n.
- The modulus operator (%) is used to check if a number is even or odd.
- The total count of even and odd numbers is displayed using print().

TASK3 :

AIM : Write a python program to print the multiplication table for a given number.

PROCEDURE:

1. Open Python IDE or editor.
2. Input a number from the user.
3. Use a loop from 1 to 10 to multiply the number.
4. Print each product in table format.
5. Save and run the program.

CODE:

```
n = int(input("Enter a number: "))
```

```
for i in range(1, 11):
```

```
    print(n, "x", i, "=", n * i)
```

OUTPUT:

Enter a number: 5

5 x 1 = 5

5 x 2 = 10

5 x 3 = 15

5 x 4 = 20

5 x 5 = 25

$$5 \times 6 = 30$$

$$5 \times 7 = 35$$

$$5 \times 8 = 40$$

$$5 \times 9 = 45$$

$$5 \times 10 = 50$$

INFERENCES/CONCLUSION:

- The program prints the multiplication table of a given number.
- The number is taken as input from the user.
- A for loop is used to iterate from 1 to 10.
- Each iteration multiplies the number with the loop counter.
- The result of each multiplication is displayed in a formatted way.

TASK 4:

AIM : Write a python program to display minimum and maximum among three numbers.

PROCEDURE:

1. Open Python IDE or editor.
2. Input three numbers from the user.
3. Initialize maximum and minimum with the first number.
4. Compare other numbers to update maximum and minimum.
5. Print the maximum and minimum numbers.
6. Save and run the program.

CODE:

```
a = int(input("Enter first number: "))  
b = int(input("Enter second number: "))  
c = int(input("Enter third number: "))
```

```
maximum = a
```

```
minimum = a
```

```
if b > maximum:
```

```
    maximum = b
```

```
if c > maximum:
```

```
maximum = c
```

```
if b < minimum:
```

```
    minimum = b
```

```
if c < minimum:
```

```
    minimum = c
```

```
print("Maximum number:", maximum)
```

```
print("Minimum number:", minimum)
```

OUTPUT:

Enter first number: 12

Enter second number: 5

Enter third number: 20

Maximum number: 20

Minimum number: 5

INFERENCES/CONCLUSION:

- The program finds the maximum and minimum among three numbers.
- All three numbers are taken as input from the user.
- Initial maximum and minimum values are set to the first number.
- If statements are used to compare and update maximum and minimum values.
- The final maximum and minimum numbers are displayed using print().

WEEK-05**2 JANUARY, 2025**

TASK1:**AIM :** Write a python program to find if a number is prime or not with and without recursion.**PROCEDURE:**

1. Open Python IDE or editor.
2. Input a number from the user.
3. Without Recursion:
 - Check if the number is less than or equal to 1 → not prime.
 - Use a loop from 2 to $\sqrt{\text{number}}$ to check divisibility.
 - If divisible, the number is not prime.
 - Otherwise, it is prime.
4. With Recursion:
 - Define a recursive function that checks divisibility from 2 up to $\sqrt{\text{number}}$.
 - If divisible, return False.
 - If all checks pass, return True.
5. Print whether the number is prime or not.
6. Save and run the program.

CODE:**Without Recursion**

```
num = int(input("Enter a number: "))
is_prime = True

if num <= 1:
    is_prime = False
else:
    for i in range(2, int(num**0.5) + 1):
```

```
        if num % i == 0:
            is_prime = False
            break

if is_prime:
    print(num, "is a prime number")
else:
    print(num, "is not a prime number")
```

With Recursion

```
def is_prime_recursive(n, i=2):
    if n <= 2:
        return True if n == 2 else False
    if n % i == 0:
        return False
    if i * i > n:
        return True
    return is_prime_recursive(n, i + 1)

num = int(input("Enter a number: "))
if is_prime_recursive(num):
    print(num, "is a prime number")
else:
    print(num, "is not a prime number")
```

OUTPUT:

Enter a number: 7

7 is a prime number

Enter a number: 10

10 is not a prime number

INFERENCES/CONCLUSION:

- The program checks whether a number is prime using two methods: iterative and recursive.
- In the iterative method, a for loop checks divisibility up to the square root of the number.
- In the recursive method, the function calls itself to check divisibility until the base condition is met.
- Numbers less than or equal to 1 are not prime.
- The result is displayed using print() showing whether the number is prime or not.

TASK2 :

AIM : Write a python program to display Fibonacci series using iteration and recursion.

PROCEDURE:

1. Open Python IDE or editor.
2. Input the number of terms from the user.
3. Using Iteration:
 - Initialize first two numbers as 0 and 1.
 - Use a loop to generate and print Fibonacci numbers.
4. Using Recursion:
 - Define a recursive function to return Fibonacci numbers.
 - Call the function in a loop to print the series.
5. Display the Fibonacci series.
6. Save and run the program.

CODE:**Fibonacci Series using Iteration**

```
n = int(input("Enter the number of terms: "))
```

```
a, b = 0, 1
```

```
print("Fibonacci series:")
```

```
for i in range(n):
```

```
    print(a, end=" ")
```

```
    a, b = b, a + b
```

Fibonacci Series using Recursion

```
def fibonacci(n):  
    if n == 0:  
        return 0  
    elif n == 1:  
        return 1  
    else:  
        return fibonacci(n-1) + fibonacci(n-2)  
n = int(input("Enter the number of terms: "))  
print("Fibonacci series:")  
  
for i in range(n):  
    print(fibonacci(i), end=" ")
```

OUTPUT:

Enter the number of terms: 7

Fibonacci series:

0 1 1 2 3 5 8

INFERENCES/CONCLUSION:

- The program generates the Fibonacci series using both iteration and recursion.
- In the iterative method, two variables are used to store the last two terms and update them in a loop.
- In the recursive method, the function calls itself to calculate each term based on the sum of the previous two terms.
- The number of terms in the series is taken as input from the user.
- The Fibonacci series is displayed using print() in a sequential format.

TASK3:

AIM : Write a python program to find the factorial of a number with and without recursion.

PROCEDURE:

1. Open Python IDE or editor.
2. Input a number from the user.
3. Without Recursion:

- Initialize factorial as 1.
- Use a loop from 1 to the number.
- Multiply each value to get factorial.

4. With Recursion:

- Define a recursive function.
- If number is 0 or 1, return 1.
- Otherwise, return number multiplied by factorial of (number - 1).

5. Print the factorial result.

6. Save and run the program.

CODE:

Without Recursion (Using Loop)

```
num = int(input("Enter a number: "))  
fact = 1
```

```
for i in range(1, num + 1):  
    fact = fact * i
```

```
print("Factorial =", fact)
```

With Recursion

```
def factorial(n):  
    if n == 0 or n == 1:  
        return 1  
    else:  
        return n * factorial(n - 1)
```

```
num = int(input("Enter a number: "))  
print("Factorial =", factorial(num))
```

OUTPUT:

Enter a number: 5

Factorial = 120

INFERENCES/CONCLUSION:

- The program calculates the factorial of a number using iteration and recursion.
- In the iterative method, a for loop multiplies all integers from 1 to the given number.
- In the recursive method, the function calls itself until it reaches the base case of 0 or 1.
- The number for which factorial is calculated is taken as input from the user.
- The final factorial value is displayed using print().