#### Fibonacci numbers

```
Fibonechi.py - C:\Documents and Settings\admin\Desktop\intro-python\examples\9b-1\Fibonechi.py (3.4.4)
File Edit Format Run Options Window Help
# 0 ; 1 2 3 4 5 6 7 8 9 10
# 0 ; 1 1 2 3 5 8 13 21 34 55
def fibb(n):
     current, nxt = 0, 1
     while n > 0:
          current, nxt = nxt, current + nxt
          n -= 1
     return current
num = int(input("Enter an integer:"))
result=fibb(num)
print("nth Fibonacci number is: " , result)
```

#### Fibonacci numbers

```
# 0 ; 1 2 3 4 5 6 7 8 9 10
# 0 ; 1 1 2 3 5 8 13 21 34 55
def fibb():
    current, nxt = 0, 1
   while True:
       current, nxt = nxt, current + nxt
       yield current
num = int(input("Enter an integer:"))
fib=fibb()
for in range (num):
    print('the next Fibonacci: ', next(fib))
#output
Enter an integer:8
the next Fibonacci: 1
the next Fibonacci: 1
the next Fibonacci: 2
the next Fibonacci: 3
the next Fibonacci: 5
the next Fibonacci: 8
the next Fibonacci: 13
the next Fibonacci: 21
```

# **Generating Scrambled Sequences**

# **Generating Scrambled Sequences**

```
def scramble(seq):
    res = []
    for i in range(len(seq)):
        res.append(seq[i:] + seq[:i])
    return res

print(scramble('spam'))

def scramble(seq):
    return [seq[i:] + seq[:i] for i in range(len(seq))]

print(scramble('spam'))

#output:
['spam', 'pams', 'amsp', 'mspa']
['spam', 'pams', 'amsp', 'mspa']
```

## Generating Scrambled Sequences

```
def scramble(seq):
    for i in range(len(seq)):
        yield seq[i:] + seq[:i]

print(list(scramble('spam')))

def scramble(seq):
    return (seq[i:] + seq[:i] for i in range(len(seq)))

print(list(scramble('spam')))

#output:
['spam', 'pams', 'amsp', 'mspa']
['spam', 'pams', 'amsp', 'mspa']
```

# Merge

```
def merge(left, right):
     llen, rlen, i, j = len(left), len(right), 0, 0
     while i < llen or j < rlen:
          if j == rlen or (i < llen and left[i] < right[j]):</pre>
               yield left[i]
               i += 1
          else:
               yield right[j]
               j += 1
def printM(g):
   while True:
        try:
           print (next(q))
        except (StopIteration):
           print ("Done")
           break
```

# Merge

```
n=int(input("Enter the length of first array: "))
print("enter the data for first array: ", end='')
a=list(map(int,input().strip().split(" ")))
m=int(input("Enter the length of second array: "))
print("enter the data for second array: ", end='')
b=list(map(int,input().strip().split(" ")))
g = merge(a, b)
printM(q)
#output
Enter the lenght of first array: 2
enter the data for first array: 1 2
Enter the lenght of second array: 3
enter the data for second array: 2 5 8
1
2
5
Done
```

# **Adding Primes**

```
import math
def is prime(number):
    if number > 1:
        if number == 2:
            return True
        if number % 2 == 0:
            return False
        for current in range(3, int(math.sqrt(number) + 1), 2):
            if number % current == 0:
                return False
        return True
    return False
def get primes(number):
    while True:
        if is prime(number):
            yield number
        number += 2
```

# **Adding Primes**

```
def get primes(number):
    while True:
        if is prime(number):
            yield number
        number += 2
def add prime(num):
    total = 2
    for next prime in get primes(3):
        if next prime < num:
            total += next prime
        else:
            return total
num=int(input('Enter a number: '))
print('The sumuation is: ', add prime(num))
#output
Enter a number: 200
The sumuation is: 4227
```

### **Power Primes**

```
import math
def is prime(number):
   if number > 1:
        if number == 2:
            return True
        if number % 2 == 0:
            return False
        for current in range(3, int(math.sqrt(number) + 1), 2):
            if number % current == 0:
               return False
        return True
   return False
def get primes(number):
   while True:
        if is prime(number):
            number = yield number
        number += 1
```

```
def get primes (number):
    while True:
        if is prime (number):
            number = yield number
        number += 1
def print successive primes(iterations, base=2):
    prime generator = get primes(base)
    prime generator.send(None)
    for power in range (iterations):
        print(prime generator.send(base ** power))
num=int(input('Enter the number of iteration: '))
base=int(input('Enter the base: '))
print successive primes(num,base)
#output
Enter the number of iteration: 10
Enter the base: 10
11
101
1009
10007
100003
1000003
10000019
100000007
1000000007
```

#### Permutation

```
def permute(seq):
    if len(seq)<=1:</pre>
                                            # Shuffle any sequence: list
        return [seq]
    else:
        per = []
        for i in range(len(seq)):
            rest = seq[:i] + seq[i+1:] # Delete current node
            for x in permute(rest): # Permute the others
                per.append(seq[i:i+1] + x) # Add node at front
        return per
n=int(input("Enter the number of elements: "))
a=[x \text{ for } x \text{ in } range(1,n+1)]
b=permute(a)
print(b)
#output
Enter the number of elements: 3
[[1, 2, 3], [1, 3, 2], [2, 1, 3], [2, 3, 1], [3, 1, 2], [3, 2, 1]]
```

```
def permute(seq):
    if len(seq)<=1:</pre>
        return [seq]
    else:
        per = []
        for i in range(len(seq)):
            rest = seq[:i] + seq[i+1:]
            for x in permute(rest):
                per.append(seq[i:i+1] + x)
        return per
```

#### Permutation

```
def permute(seq):
    if len(seq)<=1:</pre>
                                              # Shuffle any sequence
       yield seq
    else:
        for i in range(len(seq)):
            rest = seq[:i] + seq[i+1:] # Delete current node
            for x in permute(rest): # Permute the others
                yield seq[i:i+1] + x
                                            # Add node at front
n=int(input("Enter the number of elements: "))
a=[x \text{ for } x \text{ in } range(1,n+1)]
b=permute(a)
print(list(b))
#output
Enter the number of elements: 3
[[1, 2, 3], [1, 3, 2], [2, 1, 3], [2, 3, 1], [3, 1, 2], [3, 2, 1]]
```

```
def permute(seq):
    if len(seq)<=1:</pre>
        yield seq
    else:
        for i in range(len(seq)):
            rest = seq[:i] + seq[i+1:]
            for x in permute(rest):
                yield seq[i:i+1] + x
```

```
def pset(mset,n):
    i=1
    while(i<=n):</pre>
       if i not in mset:
           mset=mset | {i}
           print(mset)
           i=1
       else:
           mset=mset - {i}
           i=i+1
n=int(input("Enter the number of elements: "))
a=set()
pset(a,n)
Enter the number of elements: 3
{1}
{2}
{1, 2}
{3}
{1, 3}
{2, 3}
{1, 2, 3}
```

```
def pset(lis):
    if len(lis)==1: return [[]] + [lis]
    return [x+y for y in pset(lis[1:]) for x in pset(lis[:1])]

n=int(input("Enter the number of elements: "))
a=[x for x in range(1,n+1)]

result=pset(a)
print(result)

[[], [1], [2], [1, 2], [3], [1, 3], [2, 3], [1, 2, 3]]
```

```
def pset(lis):
    if len(lis)==1: return [[]] + [lis]
    return [x+y for y in pset(lis[1:]) for x in pset(lis[:1])]
```

```
def pset(lis):
    if len(lis)==1: return [[]] + [lis]
    return (x+y for y in pset(lis[1:]) for x in pset(lis[:1]))

n=int(input("Enter the number of elements: "))
a=[x for x in range(1,n+1)]

result=pset(a)
print(list(result))
print()
```

```
def pset(seq):
    Returns all the subsets of this set. This is a generator.
    if len(seq) <= 1:</pre>
        yield []
       yield seq
    else:
        for item in pset(seq[1:]):
            yield item
            yield [seq[0]] + item
n=int(input("Enter the number of elements: "))
a=[x for x in range(1,n+1)]
result=pset(a)
print(list(result))
 #output
Enter the number of elements: 3
 [[], [1], [2], [1, 2], [3], [1, 3], [2, 3], [1, 2, 3]]
```

```
def pset(seq):
 if len(seq) <= 1:</pre>
     yield []
     yield seq
 else:
     for item in pset(seq[1:]):
         yield item
         yield [seq[0]] + item
```

#### Power set: another order

```
def pset(seq):
    Returns all the subsets of this set. This is a generator.
    if len(seq) <= 1:</pre>
        yield seq
        yield []
    else:
        for item in pset(seq[1:]):
            yield [seq[0]]+item
            yield item
n=int(input("Enter the number of elements: "))
a=[x \text{ for } x \text{ in range}(1,n+1)]
result=pset(a)
print(list(result))
#output
Enter the number of elements: 3
[[1, 2, 3], [2, 3], [1, 3], [3], [1, 2], [2], [1], []]
```

```
def pset(lis):
    if not lis: return [[]]
    return pset(lis[1:]) + [[lis[0]] + x for x in pset(lis[1:])]

n=int(input("Enter the number of elements: "))
a=[x for x in range(1,n+1)]

result=pset(a)
print(result)

#output
Enter the number of elements: 3
[[], [3], [2], [2, 3], [1], [1, 3], [1, 2], [1, 2, 3]]
```

```
def pset(lis):
   if not lis: return [[]]
    return pset(lis[1:]) + [[lis[0]] + x for x in pset(lis[1:])]
```

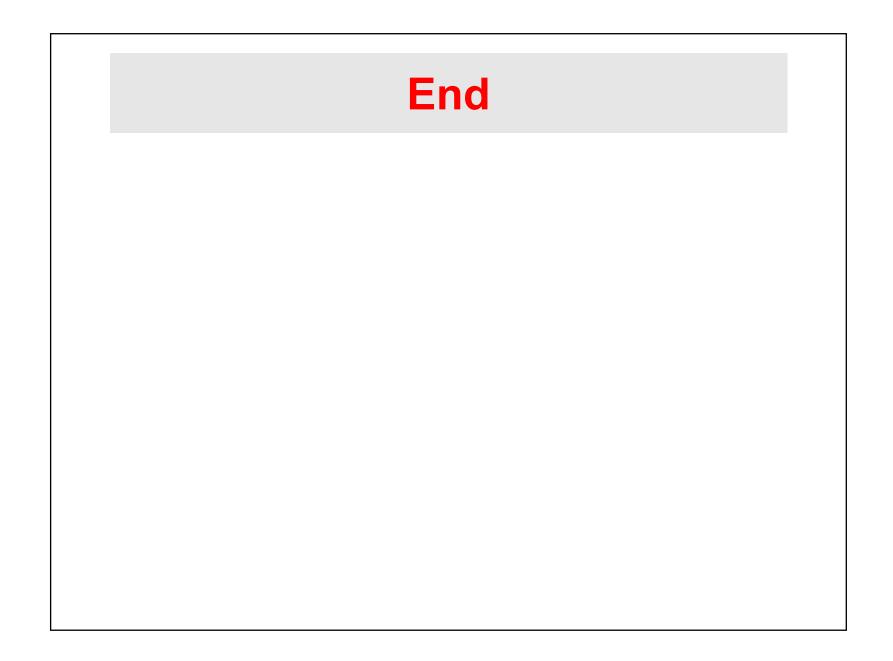
# **Directed Graph Search**

```
class DiGraph:
    def init (self, edges):
        self.adj = \{\}
        for u, v in edges:
            if u not in self.adj: self.adj[u] = [v]
            else: self.adj[u].append(v)
    def adjList(self):
        print(self.adj)
    def str (self):
        return '\n'.join(['%s -> %s'%(u,v) \
                    for u in self.adj for v in self.adj[u]])
    def search(self, u, visited=set()):
        # If we haven't already visited this node
        if u not in visited:
            # yield it
            vield u
            # and remember we've visited it now.
            visited.add(u)
            # Then, if there are any adjacant nodes
            if u in self.adj:
                # for each adjacent node
                for v in self.adj[u]:
                    # search for all nodes reachable from *it*
                    for w in self.search(v, visited):
                        # and yield each one
                        yield w
d = DiGraph([(1,2), (1,3), (1,4), (2,4), (4,3), (3,5)])
d.adjList()
print(d)
t=[v for v in d.search(1)]
print(t)
```

```
def search(self, u, visited=set()):
        # If we haven't already visited this node
        if u not in visited:
            # yield it 1
            yield u
            # and remember we've visited it now.
            visited.add(u)
            # Then, if there are any adjacant nodes
            if u in self.adj:
                # for each adjacent node
                for v in self.adj[u]:
                    # search for all nodes reachable from *it*
                    for w in self.search(v, visited):
                        # and yield each one 2
                        yield w
d = DiGraph([(1,2),(1,3),(1,4),(2,4),(4,3),(3,5)])
d.adjList()
print (d)
t=[v for v in d.search(1)]
print(t)
#output
\{1: [2, 3, 4], 2: [4], 3: [5], 4: [3]\}
1 -> 2
1 -> 3
1 -> 4
2 -> 4
3 -> 5
4 -> 3
[1, 2, 4, 3, 5]
```

```
def search(self, u, visited=set()):
    # If we haven't already visited this node
    if u not in visited:
        # yield it 1
        yield u
        # and remember we've visited it now.
        visited.add(u)
        # Then, if there are any adjacant nodes
        if u in self.adj:
            # for each adjacent node
            for v in self.adj[u]:
                # search for all nodes reachable from *it*
                for w in self.search(v, visited):
                    # and yield each one 2
                    yield w
```





```
def search(self, u, visited=set()):
        # If we haven't already visited this node
        if u not in visited:
            # yield it 1
            vield u
            # and remember we've visited it now.
            visited.add(u)
            # Then, if there are any adjacant nodes
            if u in self.adj:
                # for each adjacent node
                for v in self.adj[u]:
                    # search for all nodes reachable from *it*
                    for w in self.search(v, visited):
                        # and yield each one 2
                        yield w
d = DiGraph([(1,2), (1,3), (1,4), (2,4), (4,3), (3,5)])
d.adjList()
print (d)
t=[v for v in d.search(1)]
print(t)
#output
{1: [2, 3, 4], 2: [4], 3: [5], 4: [3]}
4 -> 3
[1, 2, 4, 3, 5]
```