Problem-Solving with Loops

Palindrome Check (Without Built-in Functions & Type Casting)

- Use a **while loop** to check if a number is a palindrome.
- Reverse the number mathematically instead of converting it to a string.

Armstrong Number Check

- Find the **length of the number** using a count variable.
- Raise each digit to the power of the length and sum them.
- If the sum equals the original number, it is an Armstrong number.

Prime Number Verification

- Take input from the user.
- Loop through numbers from 2 to num-1 and count divisors.
- If no divisors are found, it is a prime number; otherwise, it is not.

Generating Prime Numbers (1 to 100)

- Use a **while loop** and iterate over numbers from 1 to 100.
- Skip numbers less than 2.
- Check for prime numbers and store them in a **list**.

Separate Prime & Non-Prime Numbers

- Loop through numbers 1 to 100.
- Store **prime numbers** in one list and **non-prime numbers** in another.

Printing Even Numbers (1 to 1000) in Two Lines

print([num for num in range(2, 1001, 2)])

Game Development: Word Simulator

• Objective: Rearrange letters of a randomly chosen word to form a valid match.

• Implementation Steps:

- 1. Use two lists: original_words and rearranged_words.
- 2. Select a random word from original_words.
- 3. Ask the user to input a rearranged version.
- 4. Validate input against rearranged_words.
- 5. Award points for correct matches.
- 6. Display final score.

Functions in Python

Function Basics

- A function is a **block of reusable code**.
- Defined using def and called to execute.
- Function names are **case-sensitive** and should follow naming conventions.

Types of Functions

1. User-Defined Functions

Simple Function:

```
def greet():
    print("Hello, World!")
greet()
```

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Function with Parameters:

```
def info(name, age):
    print(f"Name: {name}, Age: {age}")
info("Tanisha", 20)
```

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Keyword Arguments:

```
def details(name, age, city):
    print(f"{name} is {age} years old from {city}.")
details(age=20, city="Solapur", name="Tanisha")
```

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```
Default Parameter Function:
def greet(name="Guest"):
  print(f"Hello, {name}!")
greet("ABC")
   2. Arbitrary Functions
Variable Length Arguments (*args):
def add_numbers(*nums):
  return sum(nums)
print(add_numbers(1, 2, 3, 4, 5))
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Keyword Variable Length (**kwargs):
def student_data(**details):
  print(details)
student_data(name="Tanisha", age=20, city="Solapur")
   3. Lambda Function
Anonymous function for simple operations:
square = lambda x: x * x
print(square(5))
   4. Recursive Function
Calls itself to solve a smaller instance:
def factorial(n):
  return 1 if n == 0 else n * factorial(n-1)
print(factorial(5))
   5. Generator Function
Uses yield instead of return:
def generate_numbers():
```

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gen = generate_numbers()

yield 1 yield 2

print(next(gen))

Advanced Problem-Solving

Pattern Printing

a bbb ccccc ddddddd

Constraints:

- Use while loop.
- Do not use any data type conversion.
- Hint: Use ASCII values.

Building a Restaurant Ordering System

- Ask for customer's name.
- Allow selection of a **food category**.
- Display available food items with prices.
- If selecting curry, prompt for bread selection.
- Calculate and display the total bill.
- Implement PIN-based payment.
- Confirm order placement.

Additional Coding Challenges

✓ Function to add any number of values. ✓ Function to calculate length without built-in function. ✓ Convert string to uppercase, lowercase, capitalize, and title case. ✓ Print numbers 1 to 10 without loops. ✓ Print multiplication tables (1-10) without loops. ✓ Square each number in a list without creating a new list.

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Summary:

Day 4 focused on **loop-based problem-solving, game development, functions, pattern printing, and advanced problem statements**. Looking forward to **applying Python in real-world applications!**