

## ❖ DEP VIRTUAL INTERNSHIP PROGRAM

### ➤ Task 1 :

- ✧ Provide an overview of the Red-Blue Nim Game and explain the two game versions (Standard and Misère). Highlight the objectives and goals of implementing this game in Python.

### ➤ Code :

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jupyter DEP task 1 Last Checkpoint: 17 days ago
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+ - - - - - Code
[2]: class RedBlueNim:
    def __init__(self, num_red, num_blue, version='standard', first_player='computer', depth=None):
        self.num_red = num_red
        self.num_blue = num_blue
        self.version = version
        self.first_player = first_player
        self.depth = depth
        self.current_player = first_player

    def is_game_over(self):
        return self.num_red == 0 or self.num_blue == 0

    def evaluate(self):
        return self.num_red * 2 + self.num_blue * 3

    def minimax(self, depth, alpha, beta, maximizing):
        if self.is_game_over() or depth == 0:
            if self.version == 'standard':
                return -float('inf') if self.num_red == 0 or self.num_blue == 0 else self.evaluate()
            elif self.version == 'misere':
                return float('inf') if self.num_red == 0 or self.num_blue == 0 else self.evaluate()

        if maximizing:
            max_eval = -float('inf')
            for move in self.get_valid_moves():
                self.make_move(move)
                eval = self.minimax(depth - 1, alpha, beta, False)
                self.undo_move(move)
                max_eval = max(max_eval, eval)
                alpha = max(alpha, eval)
                if beta <= alpha:
                    break
            return max_eval
        else:
            min_eval = float('inf')
            for move in self.get_valid_moves():
                self.make_move(move)
                eval = self.minimax(depth - 1, alpha, beta, True)
                self.undo_move(move)
                min_eval = min(min_eval, eval)
                beta = min(beta, eval)
                if beta <= alpha:
                    break
            return min_eval

    def get_valid_moves(self):
        moves = []
        if self.num_red > 0:
            moves.append(('red', 1))
            if self.num_red > 1:
                moves.append(('red', 2))
        if self.num_blue > 0:
            moves.append(('blue', 1))
            if self.num_blue > 1:
                moves.append(('blue', 2))
        return moves

    def make_move(self, move):
        color, amount = move
        if color == 'red':
            self.num_red -= amount
        elif color == 'blue':
            self.num_blue -= amount

    def undo_move(self, move):
        color, amount = move
        if color == 'red':
            self.num_red += amount
        elif color == 'blue':
            self.num_blue += amount
```

```

def get_computer_move(self):
    best_value = -float('inf')
    best_move = None
    for move in self.get_valid_moves():
        self.make_move(move)
        move_value = self.minimax(self.depth if self.depth is not None else float('inf'), -float('inf'),
                                   float('inf'), False)
        self.undo_move(move)
        if move_value > best_value:
            best_value = move_value
            best_move = move
    return best_move

def get_human_move(self):
    while True:
        try:
            color = input("Choose a color to remove (red/blue): ").strip().lower()
            amount = int(input("Choose the number of marbles to remove (1 or 2): "))
            if (color in ['red', 'blue']) and (amount in [1, 2]) and ((color == 'red' and
                                                                    self.num_red >= amount) or (
                                                                    color == 'blue' and self.num_blue >= amount)):
                return (color, amount)
        except ValueError:
            pass
        print("Invalid move, please try again.")

def play_game(self):
    while not self.is_game_over():
        if self.current_player == 'human':
            move = self.get_human_move()
            self.make_move(move)
            self.current_player = 'computer'
        else:
            move = self.get_computer_move()
            if move is not None:
                print(f"Computer removes {move[1]} {move[0]} marbles.")
                self.make_move(move)
                self.current_player = 'human'

            if self.version == 'standard':
                print("Game over. You win!" if self.current_player == 'computer' else "Game over. Computer wins!")
            elif self.version == 'misere':
                print("Game over. You lose!" if self.current_player == 'computer' else "Game over. Computer loses!")
            print(f"Final score: Red marbles = {self.num_red}, Blue marbles = {self.num_blue}")
            print(f"Total score: {self.evaluate()}")

# Set parameters directly for Jupyter Notebook
num_red = 5
num_blue = 4
version = 'standard'
first_player = 'human'
depth = 3

game = RedBlueNim(num_red, num_blue, version, first_player, depth)
game.play_game()

```

## ➤ Output :

```

Choose a color to remove (red/blue): blue
Choose the number of marbles to remove (1 or 2): 2
Choose a color to remove (red/blue): red
Choose the number of marbles to remove (1 or 2): 1
Choose a color to remove (red/blue): blue
Choose the number of marbles to remove (1 or 2): 1
Choose a color to remove (red/blue): blue
Choose the number of marbles to remove (1 or 2): 2
Invalid move, please try again.
Choose a color to remove (red/blue): blue
Choose the number of marbles to remove (1 or 2): 1
Game over. You win!
Final score: Red marbles = 4, Blue marbles = 0
Total score: 8

```

➤ **Task 2:**

Create a web scraper using libraries like Beautiful Soup and requests to extract data from a website and store it in a CSV file.

➤ **Code :**

```

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[1]: import requests
from bs4 import BeautifulSoup
import csv

url = 'https://en.wikipedia.org/wiki/List_of_countries_and_dependencies_by_population'

try:
    response = requests.get(url)
    response.raise_for_status()
except requests.exceptions.RequestException as e:
    print(f"Error fetching {url}: {e}")
    exit()

soup = BeautifulSoup(response.text, 'html.parser')

data = []

# Find the specific table we want (the first one in this case)
table = soup.find('table', {'class': 'wikitable'})

if table:
    headers = [header.text.strip() for header in table.find_all('th')]
    if headers:
        data.append(headers)

    for row in table.find_all('tr'):
        cols = [col.text.strip() for col in row.find_all('td')]
        if cols:
            data.append(cols)
else:
    print("No table found on the page.")

if not data:
    if not data:
        print("No data found on the page.")
        exit()

    csv_filename = 'scraped_data.csv'
    try:
        with open(csv_filename, 'w', newline='', encoding='utf-8') as csv_file:
            writer = csv.writer(csv_file)
            writer.writerow(data)
            print(f'Data has been saved to {csv_filename}')
    except IOError as e:
        print(f"Error writing to {csv_filename}: {e}")

    Data has been saved to scraped_data.csv

[4]: import pandas as pd
import matplotlib.pyplot as plt

# Load the CSV file into a DataFrame
df = pd.read_csv('scraped_data.csv')

# Display the first few rows of the DataFrame
print(df.head())

# Remove any unwanted columns
df = df.drop(columns=['Unnamed: 0', 'Unnamed: 6'], errors='ignore')

# Clean the Population column: remove non-numeric rows and convert to int
df = df[df['Population'].str.replace(',', '').str.isnumeric()]
df['Population'] = df['Population'].str.replace(',', '').astype('Int64')

# Display the cleaned DataFrame
print(df.head())

# Perform some basic analysis
print(df.describe())

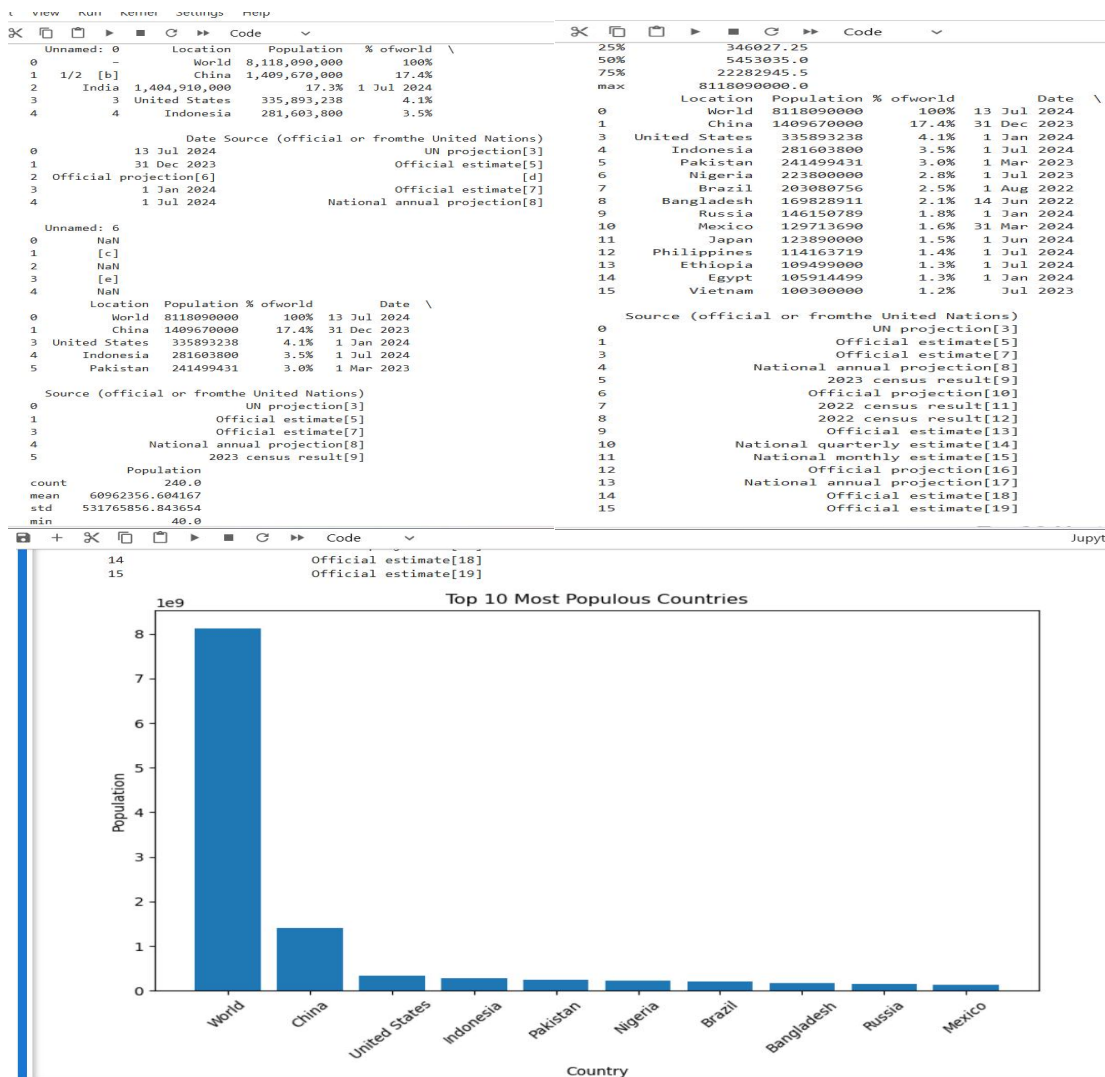
print(df.describe())

# Example: Filter countries with population greater than 100 million
large_population = df[df['Population'] > 100_000_000]
print(large_population)

# Plot a bar chart of the top 10 most populous countries
top_10 = df.nlargest(10, 'Population')
plt.figure(figsize=(10, 6))
plt.bar(top_10['Location'], top_10['Population'])
plt.xlabel('Country')
plt.ylabel('Population')
plt.title('Top 10 Most Populous Countries')
plt.xticks(rotation=45)
plt.show()

```

## ➤ Output :



## ➤ Task 3:

Implement a data analysis project using pandas and matplotlib to explore and visualize a dataset of your choice.

## ➤ Code :

```
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[1]: import pandas as pd
import matplotlib.pyplot as plt

# Load the dataset
file_path = r"C:\Users\umeh0\OneDrive\Desktop\fsi-2022-download.xlsx"
df = pd.read_excel(file_path)

# Display the first few rows of the dataframe and column names
print(df.head())
print(df.columns)

# Convert 'Year' column to datetime
df['Year'] = pd.to_datetime(df['Year'])

# 1. Line plot for Total score over Year
plt.figure(figsize=(10, 6))
for country in df['Country'].unique():
    country_data = df[df['Country'] == country]
    plt.plot(country_data['Year'], country_data['Total'], marker='o', label=country)
plt.title('Total Score Over Years')
plt.xlabel('Year')
plt.ylabel('Total Score')
plt.grid(True)
plt.legend()
plt.xticks(rotation=45)
plt.tight_layout()
plt.show()

# 2. Bar plot for Total score by Country
plt.figure(figsize=(10, 6))
df.groupby('Country')['Total'].mean().sort_values().plot(kind='bar')
plt.title('Average Total Score by Country')
plt.xlabel('Country')
```

```
plt.figure(figsize=(10, 6))
df.groupby('Country')['Total'].mean().sort_values().plot(kind='bar')
plt.title('Average Total Score by Country')
plt.xlabel('Country')
plt.ylabel('Average Total Score')
plt.xticks(rotation=90)
plt.tight_layout()
plt.show()

# 3. Pie chart for Demographic Pressures distribution
plt.figure(figsize=(8, 8))
df['S1: Demographic Pressures'].value_counts().plot(kind='pie', autopct='%1.1f%%')
plt.title('Demographic Pressures Distribution')
plt.ylabel('')
plt.tight_layout()
plt.show()

# 4. Scatter plot for Total vs. Economic Inequality
plt.figure(figsize=(10, 6))
plt.scatter(df['Total'], df['E2: Economic Inequality'])
plt.title('Total Score vs. Economic Inequality')
plt.xlabel('Total Score')
plt.ylabel('Economic Inequality')
plt.grid(True)
plt.tight_layout()
plt.show()

# 5. Histogram for Total Score Distribution
plt.figure(figsize=(10, 6))
df['Total'].plot(kind='hist', bins=20, edgecolor='black')
plt.title('Total Score Distribution')
plt.xlabel('Total Score')
plt.ylabel('Frequency')
plt.tight_layout()
plt.show()
```

## ➤ Output :

	Country	Year	Rank	Total	C1: Security Apparatus \
0	Yemen	2022-01-01	1st	111.7	9.1
1	Somalia	2022-01-01	2nd	110.5	9.4
2	Syria	2022-01-01	3rd	108.4	9.5
3	South Sudan	2022-01-01	3rd	108.4	9.8
4	Central African Republic	2022-01-01	5th	108.1	8.3

	C2: Factionalized Elites	C3: Group Grievance	E1: Economy \
0	10.0	9.1	9.9
1	10.0	8.4	9.1
2	9.9	9.4	9.3
3	9.2	8.5	8.9
4	9.7	8.4	8.2

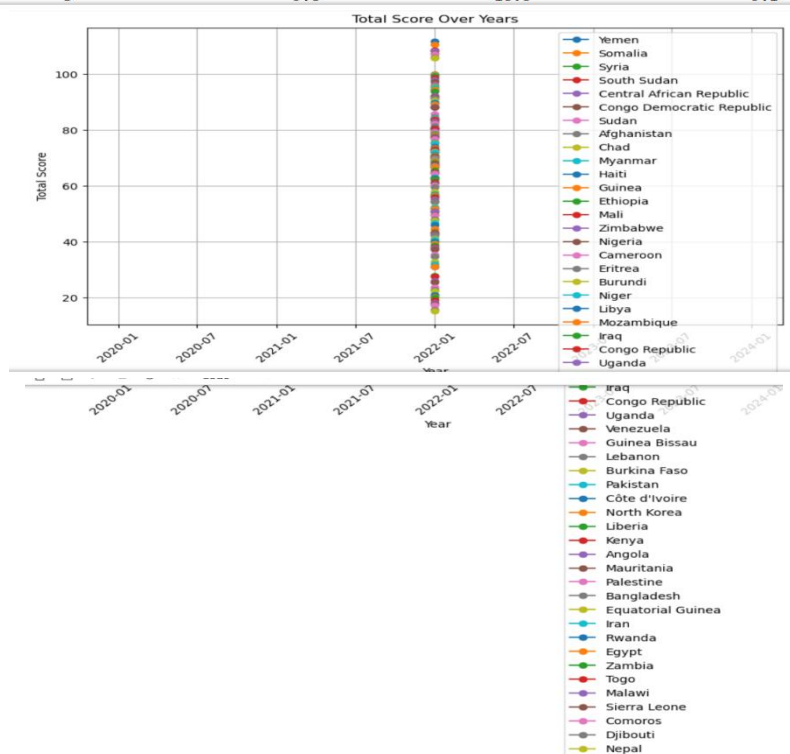
	E2: Economic Inequality	E3: Human Flight and Brain Drain \
0	8.0	6.7
1	9.0	8.7
2	6.0	8.1
3	8.7	6.6
4	9.7	6.5

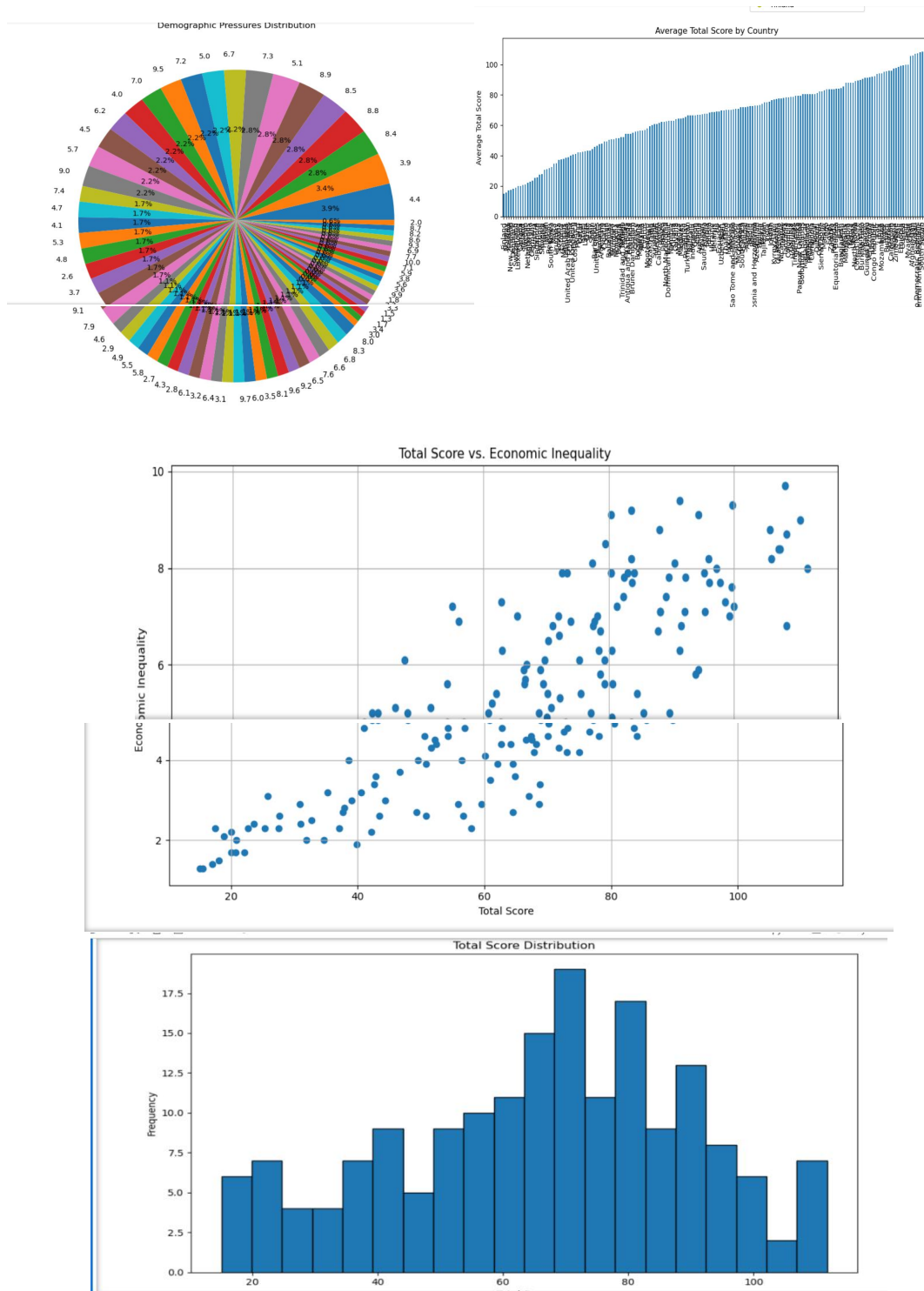
	P1: State Legitimacy	P2: Public Services	P3: Human Rights \
0	9.9	9.9	9.9
1	9.5	9.9	8.8
2	10.0	9.3	9.4
3	9.6	9.8	8.6
4	9.2	10.0	9.4

	S1: Demographic Pressures	S2: Refugees and IDPs	X1: External Intervention
0	9.9	9.9	9.4
1	10.0	8.7	9.0
2	7.3	9.4	10.0
3	9.6	10.0	9.1







#### ➤ Task 4:

Develop a RESTful API using Flask or Django to perform CRUD operations on a database and authenticate users.

#### ➤ Code :

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+ - [5]: !pip install Flask Flask-SQLAlchemy Flask-JWT-Extended Flask-Migrate psycopg2-binary python-dotenv

Requirement already satisfied: Flask in c:\anaconda\lib\site-packages (2.2.5)
Requirement already satisfied: Flask-SQLAlchemy in c:\anaconda\lib\site-packages (3.1.1)
Requirement already satisfied: Flask-JWT-Extended in c:\anaconda\lib\site-packages (4.6.0)
Requirement already satisfied: Flask-Migrate in c:\anaconda\lib\site-packages (4.0.7)
Requirement already satisfied: psycopg2-binary in c:\anaconda\lib\site-packages (2.9.9)
Requirement already satisfied: python-dotenv in c:\anaconda\lib\site-packages (0.21.0)
Requirement already satisfied: Werkzeug>=2.2.2 in c:\anaconda\lib\site-packages (from Flask) (2.2.3)
Requirement already satisfied: Jinja2>=3.0 in c:\anaconda\lib\site-packages (from Flask) (3.1.3)
Requirement already satisfied: itsdangerous>=2.0 in c:\anaconda\lib\site-packages (from Flask) (2.0.1)
Requirement already satisfied: click>=8.0 in c:\anaconda\lib\site-packages (from Flask) (8.1.7)
Requirement already satisfied: sqlalchemy>=2.0.16 in c:\anaconda\lib\site-packages (from Flask-SQLAlchemy) (2.0.25)
Requirement already satisfied: PyJWT<3.0,>=2.0 in c:\anaconda\lib\site-packages (from Flask-JWT-Extended) (2.4.0)
Requirement already satisfied: alembic>=1.9.0 in c:\anaconda\lib\site-packages (from Flask-Migrate) (1.13.2)
Requirement already satisfied: Mako in c:\anaconda\lib\site-packages (from alembic>=1.9.0->Flask-Migrate) (1.3.5)
Requirement already satisfied: typing-extensions>=4 in c:\anaconda\lib\site-packages (from alembic>=1.9.0->Flask-Migrate) (4.9.0)
Requirement already satisfied: colorama in c:\anaconda\lib\site-packages (from click>=8.0->Flask) (0.4.6)
Requirement already satisfied: MarkupSafe>=2.0 in c:\anaconda\lib\site-packages (from Jinja2>=3.0->Flask) (2.1.3)
Requirement already satisfied: greenlet!=0.4.17 in c:\anaconda\lib\site-packages (from sqlalchemy>=2.0.16->Flask-SQLAlchemy) (3.0.1)

[6]: import sys
import os

# Add the current directory to the system path
sys.path.append(os.getcwd())

[7]: #config.py
import os
from dotenv import load_dotenv

load_dotenv()

class Config:
    SECRET_KEY = os.getenv('SECRET_KEY', 'mysecretkey!')
```

```
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+ - [7]: #config.py
import os
from dotenv import load_dotenv

load_dotenv()

class Config:
    SECRET_KEY = os.getenv('SECRET_KEY', 'mysecretkey')
    SQLALCHEMY_DATABASE_URI = os.getenv('DATABASE_URL', 'sqlite:///site.db')
    SQLALCHEMY_TRACK_MODIFICATIONS = False
    JWT_SECRET_KEY = os.getenv('JWT_SECRET_KEY', 'myjwtsecretkey')

[13]: #models.py
from flask_sqlalchemy import SQLAlchemy
from werkzeug.security import generate_password_hash, check_password_hash

db = SQLAlchemy()

class User(db.Model):
    id = db.Column(db.Integer, primary_key=True)
    username = db.Column(db.String(150), unique=True, nullable=False)
    password_hash = db.Column(db.String(256), nullable=False)

    def set_password(self, password):
        self.password_hash = generate_password_hash(password)

    def check_password(self, password):
        return check_password_hash(self.password_hash, password)

class Item(db.Model):
    id = db.Column(db.Integer, primary_key=True)
    name = db.Column(db.String(150), nullable=False)
    description = db.Column(db.String(500), nullable=True)
```

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return check_password_nash(self.password_nash, password)

class Item(db.Model):
    id = db.Column(db.Integer, primary_key=True)
    name = db.Column(db.String(150), nullable=False)
    description = db.Column(db.String(500), nullable=True)

    def item_as_dict(self):
        return {c.name: getattr(self, c.name) for c in self.__table__.columns}

Item.as_dict = item_as_dict

* [16]: #resources.py
from flask import Blueprint, request, jsonify
from flask_jwt_extended import create_access_token, jwt_required, get_jwt_identity
from models import db, User, Item

api = Blueprint('api', __name__)

@api.route('/register', methods=['POST'])
def register():
    data = request.get_json()
    new_user = User(username=data['username'])
    new_user.set_password(data['password'])
    db.session.add(new_user)
    db.session.commit()
    return jsonify({"message": "User registered successfully"}), 201

@api.route('/login', methods=['POST'])
def login():
    data = request.get_json()
    user = User.query.filter_by(username=data['username']).first()
    if user and user.check_password(data['password']):
        access_token = create_access_token(identity=user.id)
        return jsonify(access_token=access_token), 200
```

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access_token = create_access_token(identity=user.id)
return jsonify(access_token=access_token), 200
return jsonify({"message": "Invalid credentials"}), 401

@api.route('/items', methods=['GET'])
@jwt_required()
def get_items():
    items = Item.query.all()
    return jsonify([item.as_dict() for item in items]), 200

@api.route('/items', methods=['POST'])
@jwt_required()
def add_item():
    data = request.get_json()
    new_item = Item(name=data['name'], description=data['description'])
    db.session.add(new_item)
    db.session.commit()
    return jsonify(new_item.as_dict()), 201

@api.route('/items/<int:id>', methods=['PUT'])
@jwt_required()
def update_item(id):
    data = request.get_json()
    item = Item.query.get_or_404(id)
    item.name = data['name']
    item.description = data['description']
    db.session.commit()
    return jsonify(item.as_dict()), 200

@api.route('/items/<int:id>', methods=['DELETE'])
@jwt_required()
def delete_item(id):
    item = Item.query.get_or_404(id)
    db.session.delete(item)
    db.session.commit()
```



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db.session.commit()
return jsonify({"message": "Item deleted successfully"}), 200

* [17]: #app.py
from flask import Flask
from flask_jwt_extended import JWTManager
from flask_migrate import Migrate
from config import Config
from models import db
from resources import api

app = Flask(__name__)
app.config.from_object(Config)

db.init_app(app)
migrate = Migrate(app, db)
jwt = JWTManager(app)

app.register_blueprint(api, url_prefix='/api')

if __name__ == '__main__':
    with app.app_context():
        db.create_all()
    app.run(debug=True)

[ ]: #.envfile
with open('.env', 'w') as f:
    f.write('SECRET_KEY=mysecretkey\n')
    f.write('JWT_SECRET_KEY=myjwtsecretkey\n')
    f.write('DATABASE_URL=sqlite:///site.db\n')

!flask db init
```

```
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from flask_jwt_extended import JWTManager
from flask_migrate import Migrate
from config import Config
from models import db
from resources import api

app = Flask(__name__)
app.config.from_object(Config)

db.init_app(app)
migrate = Migrate(app, db)
jwt = JWTManager(app)

app.register_blueprint(api, url_prefix='/api')

if __name__ == '__main__':
    with app.app_context():
        db.create_all()
    app.run(debug=True)

[ ]: #.envfile
with open('.env', 'w') as f:
    f.write('SECRET_KEY=mysecretkey\n')
    f.write('JWT_SECRET_KEY=myjwtsecretkey\n')
    f.write('DATABASE_URL=sqlite:///site.db\n')

[ ]: !flask db init
!flask db migrate -m "Initial migration."
!flask db upgrade

[18]: !python app.py
```