

```
1  num1 = int(input("Enter the first
    number: "))
2  num2 = int(input("Enter the second
    number: "))
3
4  if num2 > num1:
5      num1, num2 = num2, num1
6
7
8  while num2 != 0:
9      temp = num2
10     num2 = num1 % num2
11     num1 = temp
12
13  print(f"The GCD of the given numbers
    is: {num1}")
14
```

```
Enter the first number: 12  
Enter the second number: 36  
The GCD of the given numbers is: 12  
  
=== Code Execution Successful ===|
```

```
1  number = float(input("Enter a number  
    to find its square root: "))  
2  
3  # Initial guess for the square root  
4  guess = number / 2.0  
5  
6  # Tolerance level to determine when to  
    stop the iteration  
7  tolerance = 0.0001  
8  
9  # Using Newton's method to find the  
    square root  
10 while abs(guess * guess - number) >  
    tolerance:  
11     guess = (guess + number / guess) /  
        2.0  
12  
13 print(f"The square root of {number} is  
    approximately {guess}")
```

```
Enter a number to find its square root: 4  
The square root of 4.0 is approximately 2.0  
=== Code Execution Successful ===|
```

```
1
2  x = float(input("Enter the value of x
    to find e^x: "))
3
4  result = 1.0
5
6  term = 1.0
7  num_terms = 10
8
9
10 for n in range(1, num_terms):
11     term *= x / n
12     result += term
13
14
15 print(f"The value of e^{x} is
    approximately {result:.5f}")
16
```

```
Enter the value of x to find e^x: 4  
The value of e^4.0 is approximately 54.15414  
=== Code Execution Successful ===|
```

```
1  numbers = input("Enter the numbers: ")
    ).split()
2
3  numbers = [float(num) for num in
    numbers]
4
5  max_number = numbers[0]
6
7  for num in numbers:
8      if num > max_number:
9          max_number = num
10
11  print(f"The maximum number is:
    {max_number}")
12
```

```
Enter the numbers: 12 34 67 1 2
```

```
The maximum number is: 67.0
```

```
=== Code Execution Successful ===|
```



```
1 ▾ def linear_search(arr, target):
2
3 ▾     for index in range(len(arr)):
4 ▾         if arr[index] == target:
5             return index
6     return -1
7
8
9 arr = [10, 20, 40, 30, 50]
10 target = 30
11
12 print(f"Array: {arr}")
13 print(f"Target: {target}")
14 result = linear_search(arr, target)
15
16 ▾ if result != -1:
17     print(f"Element found at index:
        {result}")
18 ▾ else:
19     print("Element not found in the
        list")
```

Array: [10, 20, 40, 30, 50]

Target: 30

Element found at index: 3

=== Code Execution Successful ===|

```
1 ▾ def selection_sort(arr):
2
3     n = len(arr)
4
5 ▾     for i in range(n):
6         # Find the minimum element in
           remaining unsorted array
7         min_idx = i
8 ▾         for j in range(i+1, n):
9 ▾             if arr[j] < arr[min_idx]:
10                 min_idx = j
11
12         # Swap the found minimum
           element with the first
           element
13         arr[i], arr[min_idx] =
           arr[min_idx], arr[i]
14
15 arr = [64, 25, 12, 22, 11]
16
17 print(f"Original array: {arr}")
18
19 selection_sort(arr)
20
21 print(f"Sorted array: {arr}")
22
```

```
Original array: [64, 25, 12, 22, 11]  
Sorted array: [11, 12, 22, 25, 64]
```

```
=== Code Execution Successful ===|
```

```
1 ▾ def insertion_sort(arr):
2     n = len(arr)
3
4 ▾     for i in range(1, n):
5         key = arr[i]
6         j = i - 1
7
8         # Move elements of arr[0..i-1]
           , that are greater than
           key,
9         # to one position ahead of
           their current position
10 ▾     while j >= 0 and arr[j] > key:
11         arr[j + 1] = arr[j]
12         j -= 1
13
14         arr[j + 1] = key
15
16 arr = [12, 11, 13, 5, 6]
17
18 print(f"Original array: {arr}")
19
20 insertion_sort(arr)
21
22 print(f"Sorted array: {arr}")
--
```

Original array: [12, 11, 13, 5, 6]

Sorted array: [5, 6, 11, 12, 13]

=== Code Execution Successful ===|

```

1 def merge_sort(arr):
2
3     if len(arr) <= 1:
4         return arr
5     # Divide the array into two halves
6     mid = len(arr) // 2
7     left_half = arr[:mid]
8     right_half = arr[mid:]
9
10    # Recursively sort each half
11    left_sorted = merge_sort(left_half)
12    right_sorted = merge_sort(right_half)
13
14    # Merge the sorted halves
15    return merge(left_sorted, right_sorted)
16
17 def merge(left, right):
18
19     sorted_list = []
20     left_index, right_index = 0, 0
21
22     # Merge the two lists by comparing elements
23     # one by one
24     while left_index < len(left) and
25         right_index < len(right):
26         if left[left_index] <=
27             right[right_index]:
28             sorted_list.append(left[left_index])
29             left_index += 1
30         else:
31             sorted_list.append
32                 (right[right_index])
33             right_index += 1
34
35     # If there are remaining elements in the
36     # left list, add them
37     sorted_list.extend(left[left_index:])
38     # If there are remaining elements in the
39     # right list, add them
40     sorted_list.extend(right[right_index:])
41
42     return sorted_list
43
44 arr = [38, 27, 43, 3, 9, 82, 10]
45
46 print(f"Original array: {arr}")
47 sorted_arr = merge_sort(arr)
48
49 print(f"Sorted array: {sorted_arr}")
50

```

```
Original array: [38, 27, 43, 3, 9, 82, 10]  
Sorted array: [3, 9, 10, 27, 38, 43, 82]
```

```
=== Code Execution Successful ===|
```



```
1 def binary_search(arr, target):
2
3     left, right = 0, len(arr) - 1
4
5     while left <= right:
6         mid = (left + right) // 2
7         if arr[mid] == target:
8             return mid
9         elif arr[mid] < target:
10            left = mid + 1
11        else:
12            right = mid - 1
13
14    return -1
15
16 # Example usage
17 arr = [10, 20, 30, 40, 50]
18 target = 60
19
20 print(f"Array: {arr}")
21 print(f"Target: {target}")
22
23 result = binary_search(arr, target)
24
25 if result != -1:
26     print(f"Element found at index: {result}")
27 else:
28     print("Element not found in the list")
29
```

```
Array: [10, 20, 30, 40, 50]  
Target: 60  
Element not found in the list  
  
=== Code Execution Successful ===
```

```
1 ▾ def is_prime(num):
2
3 ▾     if num <= 1:
4         return False
5 ▾     if num <= 3:
6         return True
7 ▾     if num % 2 == 0 or num % 3 == 0:
8         return False
9     i = 5
10 ▾ while i * i <= num:
11 ▾     if num % i == 0 or num % (i + 2) == 0:
12         return False
13     i += 6
14     return True
15
16 ▾ def first_n_primes(n):
17     primes = []
18     num = 2
19 ▾ while len(primes) < n:
20 ▾     if is_prime(num):
21         primes.append(num)
22     num += 1
23     return primes
24
25 n = int(input("Enter the number of prime
    numbers you want to find: "))
26
27 print(f"The first {n} prime numbers are:
    {first_n_primes(n)}")
```

```
28 |
```

Enter the number of prime numbers you want to find:

10

The first 10 prime numbers are: [2, 3, 5, 7, 11, 13, 17, 19, 23, 29]

=== Code Execution Successful ===|

Vaibhav Gupta

0905CS221218

```

1 def matrix_multiply(A, B):
2
3     rows_A = len(A)
4     cols_A = len(A[0])
5     rows_B = len(B)
6     cols_B = len(B[0])
7
8     if cols_A != rows_B:
9         raise ValueError("Number of columns in
10                             A must be equal to number of rows
11                             in B")
12
13     result = [[0 for _ in range(cols_B)] for _
14                 in range(rows_A)]
15
16     for i in range(rows_A):
17         for j in range(cols_B):
18             for k in range(cols_A):
19                 result[i][j] += A[i][k] *
20                                     B[k][j]
21
22     return result
23
24 A = [[1, 2, 3],
25       [4, 5, 6]]
26
27 B = [[7, 8],
28       [9, 10],
29       [11, 12]]
30
31 # Perform matrix multiplication
32 try:
33     result = matrix_multiply(A, B)
34
35     print("Matrix A:")
36     for row in A:
37         print(" ".join(map(str, row)))
38
39     print("\nMatrix B:")
40     for row in B:
41         print(" ".join(map(str, row)))
42
43     print("\nResult of matrix multiplication:")
44     for row in result:
45         print(" ".join(map(str, row)))
46
47 except ValueError as e:
48     print(e)
49

```

Matrix A:

1 2 3

4 5 6

Matrix B:

7 8

9 10

11 12

Result of matrix multiplication:

58 64

139 154

=== Code Execution Successful ===

```
1 import argparse
2 def main():
3     # Create the parser
4     parser = argparse.ArgumentParser(description="Simple calculator program")
5
6     # Add arguments
7     parser.add_argument("num1", type=float, help="First number")
8     parser.add_argument("num2", type=float, help="Second number")
9     parser.add_argument("operation", type=str, choices=["add", "subtract", "multiply", "divide"],
10                        help="Operation to perform")
11
12     # Parse the arguments
13     args = parser.parse_args()
14
15     # Perform the calculation
16     if args.operation == "add":
17         result = args.num1 + args.num2
18     elif args.operation == "subtract":
19         result = args.num1 - args.num2
20     elif args.operation == "multiply":
21         result = args.num1 * args.num2
22     elif args.operation == "divide":
23         if args.num2 == 0:
24             print("Error: Division by zero")
25             return
26         result = args.num1 / args.num2
27
28     # Print the result
29     print(f"The result of {args.operation}ing {args.num1} and {args.num2} is: {result}")
30
31 if __name__ == "__main__":
32     main()
```

```

1  import pygame
2  import math
3
4  pygame.init()
5  width = 1000
6  height = 600
7  screen_res = (width, height)
8
9  pygame.display.set_caption("GFG Elliptical
   orbit")
10 screen = pygame.display.set_mode(screen_res)
11
12 red = (255, 0, 0)
13 green = (0, 255, 0)
14 blue = (0, 0, 255)
15 cyan = (0, 255, 255)
16
17 X_center = width//2
18 Y_center = height//2
19
20 X_ellipse = 400
21 Y_ellipse = 225
22
23 clock = pygame.time.Clock()
24 while True:
25     for degree in range(0, 360, 1):
26
27         for event in pygame.event.get():
28             if event.type == pygame.QUIT:
29                 exit()
30
31         screen.fill([0, 0, 0])
32
33         x_planet_1 = int(math.cos(degree * 2 *
   math.pi/360)
34                             * X_ellipse) + X_center
35         y_planet_1 = int(math.sin(degree * 2 *
   math.pi/360)
36                             * Y_ellipse) + Y_center
37
38         degree_2 = degree+180
39
40         if degree > 180:
41             degree_2 = degree-180
42
43
44         x_planet_2 = int(math.cos(degree_2 * 2 *
   math.pi/360)
45                             * X_ellipse) + X_center
46         y_planet_2 = int(math.sin(degree_2 * 2 *
   math.pi/360)
47                             * Y_ellipse) + Y_center
48
49         pygame.draw.circle(surface=screen, color
   =red, center=[
50             X_center, Y_center],
51                             radius=60)
52         pygame.draw.ellipse(surface=screen,
   color=green,
53                             rect=[100, 75, 800,
54                                     450], width=1)
55         pygame.draw.circle(surface=screen, color
   =blue, center=[
56             x_planet_1, y_planet_1],
57                             radius=40)
58         pygame.draw.circle(surface=screen, color
   =cyan, center=[
59             x_planet_2, y_planet_2],
60                             radius=40)
61
62         clock.tick(5)
63     pygame.display.flip()

```



```

1  import pygame
2  pygame.init()
3
4  width = 1000
5  height = 600
6  screen_res = (width, height)
7
8  pygame.display.set_caption("GFG Bouncing game")
9  screen = pygame.display.set_mode(screen_res)
10
11  red = (255, 0, 0)
12  black = (0, 0, 0)
13
14  ball_obj = pygame.draw.circle(
15      surface=screen, color=red, center=[100, 100]
16      , radius=40)
17  speed = [1, 1]
18
19  while True:
20      for event in pygame.event.get():
21          if event.type == pygame.QUIT:
22              exit()
23
24      screen.fill(black)
25      ball_obj = ball_obj.move(speed)
26
27      if ball_obj.left <= 0 or ball_obj.right >=
28          width:
29          speed[0] = -speed[0]
30      if ball_obj.top <= 0 or ball_obj.bottom >=
31          height:
32          speed[1] = -speed[1]
33
34      pygame.draw.circle(surface=screen, color=red
35          ,
36          center=ball_obj.center,
37          radius=40)
38      pygame.display.flip()

```

```

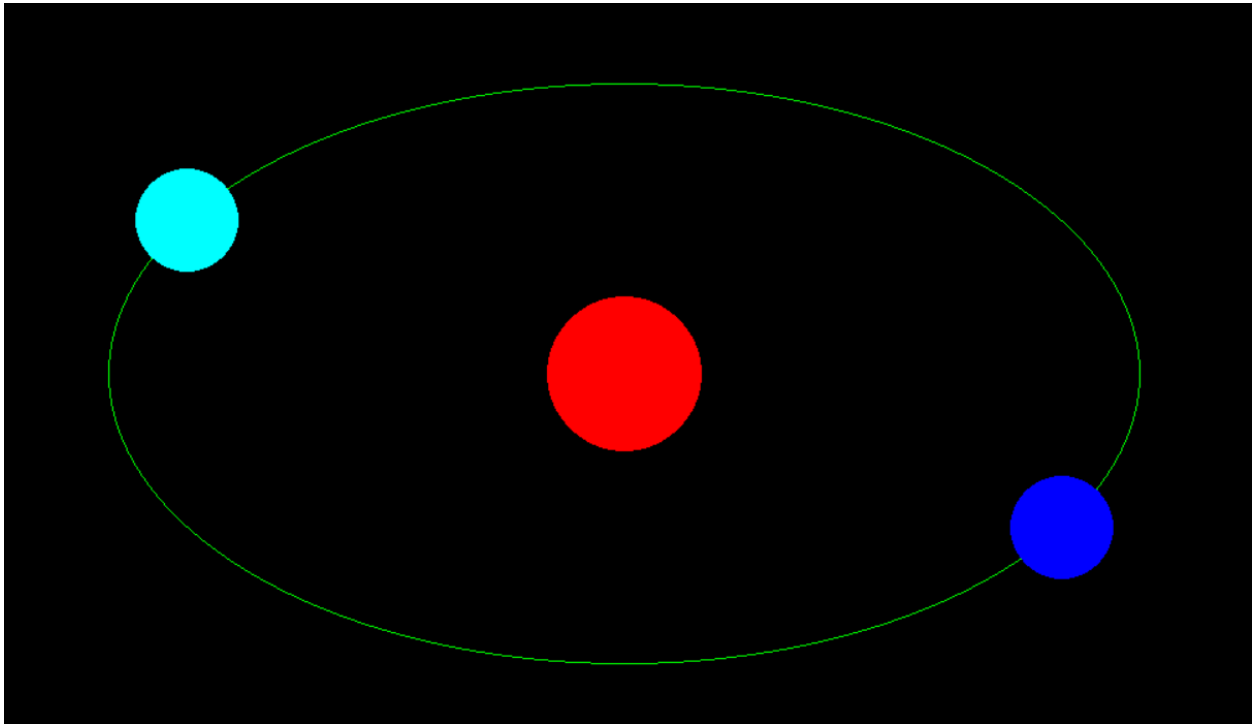
1  from collections import Counter
2  import re
3
4  def read_file(file_path):
5      #Reads the content of the file and returns it as a string
6      with open(file_path, 'r') as file:
7          content = file.read()
8      return content
9
10 def process_text(text):
11     #Processes the text to remove punctuation and make it lowercase
12     text = text.lower() # Convert to lowercase
13     text = re.sub(r'^\w\s]', '', text) # Remove punctuation
14     words = text.split() # Split into words
15     return words
16
17 def find_most_frequent_words(words, n=10):
18     #Finds the n most frequent words in the list of words.
19     counter = Counter(words)
20     most_common = counter.most_common(n)
21     return most_common
22
23 def main(file_path, n=10):
24     #Main function to read the file and print the most frequent words
25     text = read_file(file_path)
26     words = process_text(text)
27     most_frequent_words = find_most_frequent_words(words, n)
28     for word, frequency in most_frequent_words:
29         print(f'{word}: {frequency}')
30
31 if __name__ == "__main__":
32     file_path = "H:\hello.txt"
33     main(file_path, n=10)
34

```

```
PS C:\Users\sarth> cd E:\c++
PS E:\c++> python most_frequent_words.py
E:\c++\most_frequent_words.py:32: SyntaxWarning: invalid escape sequence '\h'
  file_path = "H:\hello.txt" # Replace with your file path
hello: 2
world: 2
everyone: 1
welcome: 1
to: 1
the: 1
of: 1
python: 1
PS E:\c++>
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Users\sarth> cd e:\c++
PS E:\c++> python calculator.py 10 20 add
The result of adding 10.0 and 20.0 is: 30.0
PS E:\c++> python calculator.py 6 3 subtract
The result of subtracting 6.0 and 3.0 is: 3.0
PS E:\c++> python calculator.py 5 5 multiply
The result of multiplying 5.0 and 5.0 is: 25.0
PS E:\c++> python calculator.py 7 3 divide
The result of divideing 7.0 and 3.0 is: 2.3333333333333335
PS E:\c++> █
```



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