Assignment-7

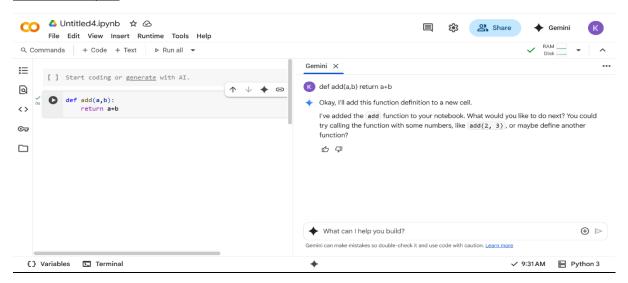
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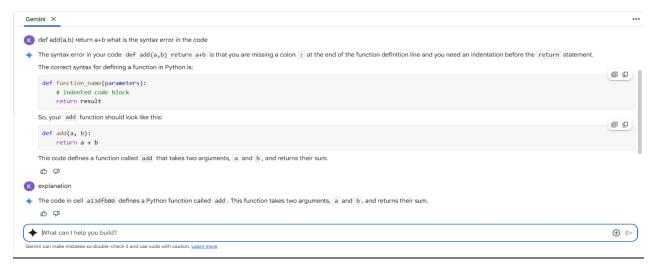
Task 1:

```
python

def add(a, b)
    return a + b
```

Code and Output:





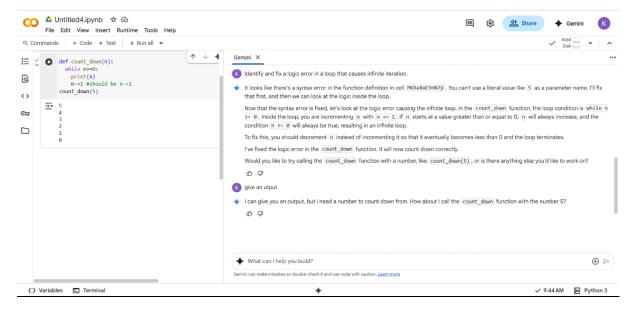
Task 2:

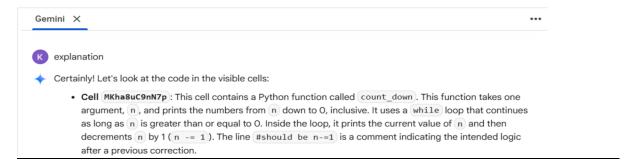
```
python

def count_down(n):
    while n >= 0:
        print(n)
    n += 1 # Should be n -= 1
```

Identify and fix a logic error in a loop that causes infinite iteration.

Code and Output:

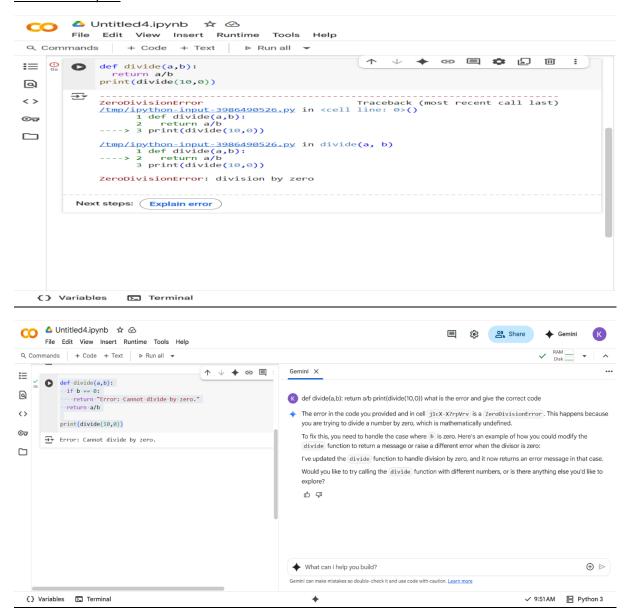




Task 3:

```
# Debug the following code
def divide(a, b):
    return a / b
print(divide(10, 0))
```

Code and Output:



Explanation:

• Cell jicX-X7rpVrv: This cell contains a Python function called divide. This function takes two arguments, a and b. It includes an if statement to check if b is equal to 0. If it is, the function returns the string "Error: Cannot divide by zero." to prevent a ZeroDivisionError. If b is not zero, the function returns the result of dividing a by b (a / b). The print(divide(10,0)) line calls this function with a=10 and b=0 and prints the returned value, which will be the error message.

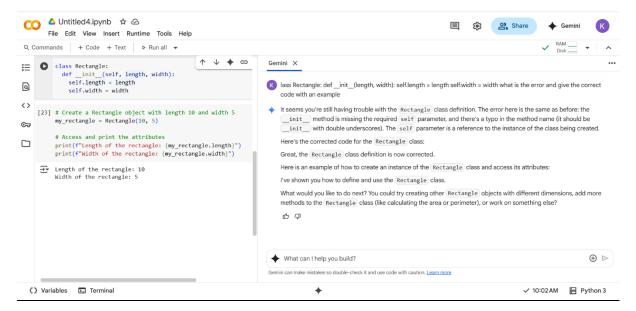


Task 4:

```
python

class Rectangle:
    def __init__(length, width):
        self.length = length
        self.width = width
```

Code and output:



- Cell qlddCP8Zqyrs: This cell defines a Python class called Rectangle. Classes are blueprints for creating objects. The __init__ method is a special method called a constructor; it's automatically called when you create a new Rectangle object. The self parameter refers to the instance of the class being created.

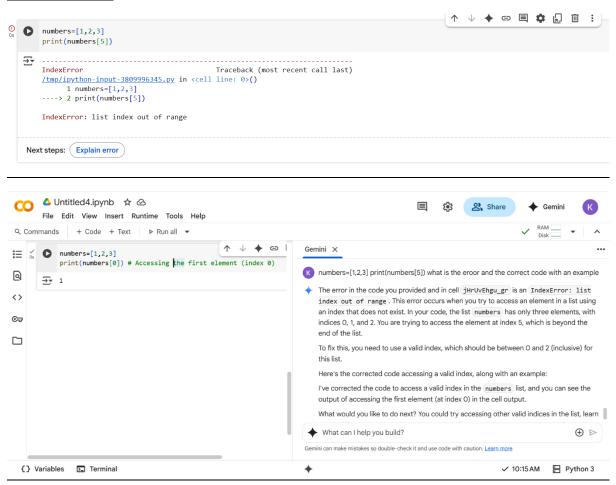
 This __init__ method takes length and width as arguments and stores them as attributes of the object using self.length = length and self.width = width.
- Cell a498d427: This cell demonstrates how to use the Rectangle class defined in the previous cell.
 - my_rectangle = Rectangle(10, 5) creates a new Rectangle object with a length of 10 and a width of 5. This calls the __init_ method of the Rectangle class.
 - The print statements access the length and width attributes of the my_rectangle object using dot notation (my_rectangle.length and my rectangle.width) and print their values.

Task 5:

```
python

numbers = [1, 2, 3]
print(numbers[5])
```

Code and Output:



- \circ numbers = [1, 2, 3] creates a list named numbers containing the integers 1, 2, and 3.
- o [print(numbers[0]) accesses the element at index 0 in the numbers list and prints its value. In Python, list indices start from 0, so index 0 corresponds to the first element. The comment # Accessing the first element (index 0) clarifies this.

