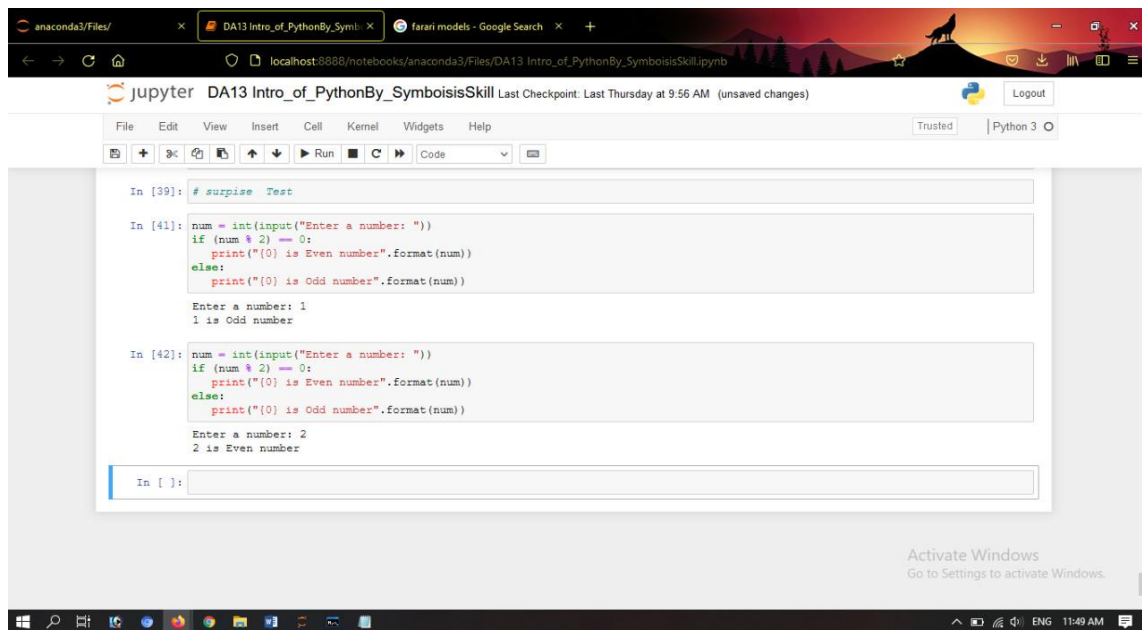


Section 1:

1)



The screenshot shows a Jupyter Notebook titled "DA13 Intro_of_PythonBy_SymboisSkill" with a last checkpoint from Thursday at 9:56 AM. The notebook contains three code cells. The first cell is a comment: `# surprise Test`. The second cell (In [41]) contains a Python program that prompts the user to "Enter a number:", reads the input, and checks if it is even or odd using a modulo operation. The output shows the user entered "1", and the program correctly identifies it as an odd number. The third cell (In [42]) contains the same program, and the output shows the user entered "2", which is correctly identified as an even number. The notebook interface includes a menu bar (File, Edit, View, Insert, Cell, Kernel, Widgets, Help), a toolbar with icons for file operations and execution, and a status bar at the bottom indicating the Python 3 kernel is active.

```
In [39]: # surprise Test

In [41]: num = int(input("Enter a number: "))
if (num % 2) == 0:
    print("{} is Even number".format(num))
else:
    print("{} is Odd number".format(num))

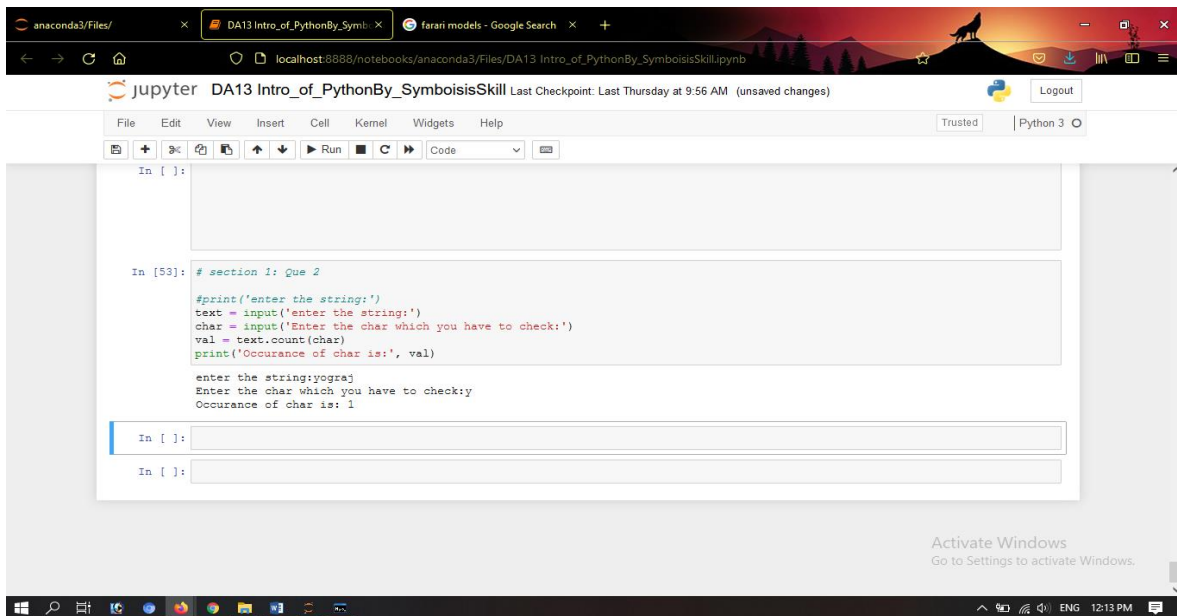
Enter a number: 1
1 is Odd number

In [42]: num = int(input("Enter a number: "))
if (num % 2) == 0:
    print("{} is Even number".format(num))
else:
    print("{} is Odd number".format(num))

Enter a number: 2
2 is Even number

In [ ]:
```

2)



The screenshot shows a Jupyter Notebook titled "DA13 Intro_of_PythonBy_SymboisSkill" with a last checkpoint from Thursday at 9:56 AM. The notebook contains three code cells. The first cell is empty. The second cell (In [53]) contains a Python program that prompts the user to "enter the string:" and "Enter the char which you have to check:", reads the input, and counts the occurrences of the character in the string using the `count` method. The output shows the user entered "yogra" and the character "y", and the program correctly identifies the occurrence of the character as 1. The third cell (In []:) is empty. The notebook interface includes a menu bar (File, Edit, View, Insert, Cell, Kernel, Widgets, Help), a toolbar with icons for file operations and execution, and a status bar at the bottom indicating the Python 3 kernel is active.

```
In [ ]:

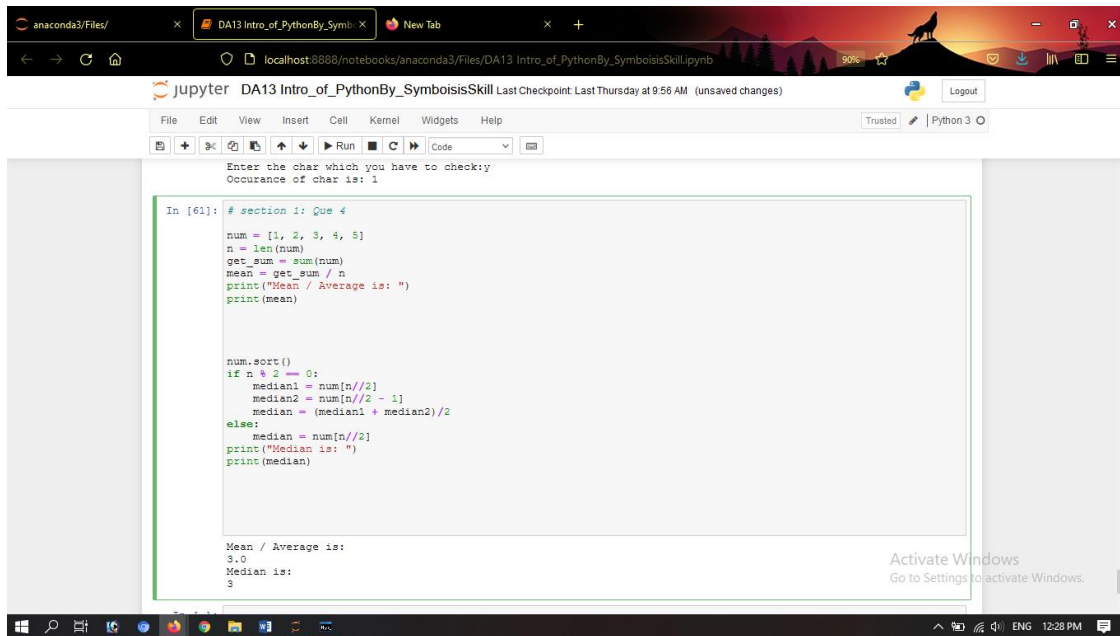
In [53]: # section 1: Que 2
#print('enter the string:')
text = input('enter the string:')
char = input('Enter the char which you have to check:')
val = text.count(char)
print('Occurance of char is:', val)

enter the string:yogra
Enter the char which you have to check:y
Occurance of char is: 1

In [ ]:

In [ ]:
```

4)



A screenshot of a Jupyter Notebook interface. The browser tabs show 'anaconda3/Files/' and 'DA13 Intro_of_PythonBy_Symbol'. The notebook title is 'DA13 Intro_of_PythonBy_SymbolSkill'. The code cell contains a function to calculate the mean and median of a list. The output shows the mean as 3.0 and the median as 3.

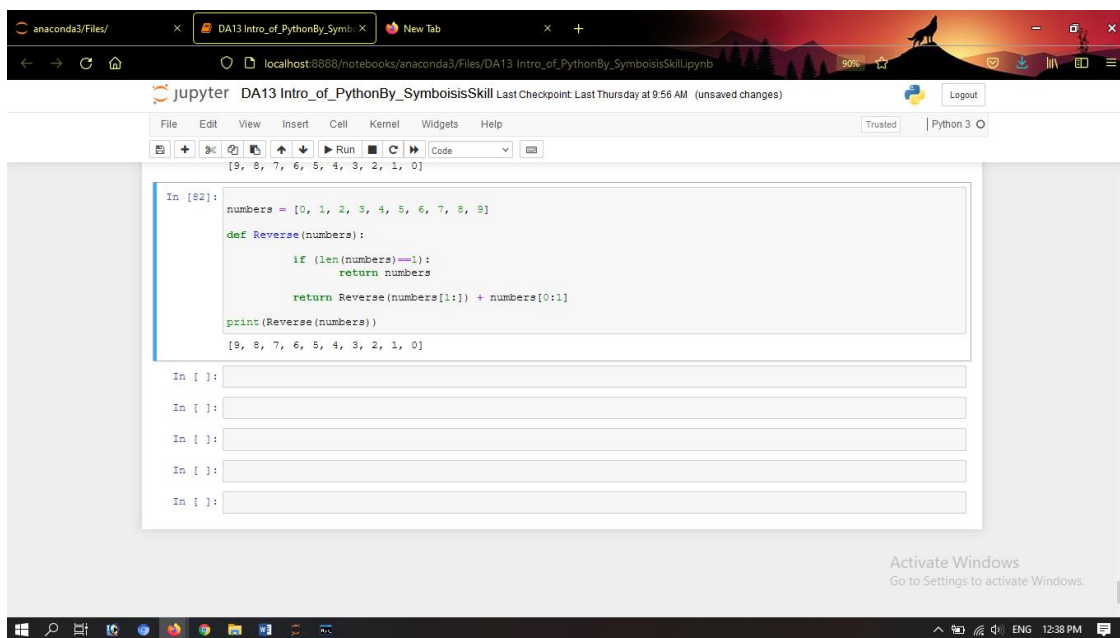
```
Enter the char which you have to check: y
Occurance of char is: 1

In [61]: # section 1: Que 4
num = [1, 2, 3, 4, 5]
n = len(num)
get_sum = sum(num)
mean = get_sum / n
print("Mean / Average is: ")
print(mean)

num.sort()
if n % 2 == 0:
    median1 = num[n//2]
    median2 = num[n//2 - 1]
    median = (median1 + median2)/2
else:
    median = num[n//2]
print("Median is: ")
print(median)

Mean / Average is:
3.0
Median is:
3
```

5)



A screenshot of a Jupyter Notebook interface. The browser tabs show 'anaconda3/Files/' and 'DA13 Intro_of_PythonBy_Symbol'. The notebook title is 'DA13 Intro_of_PythonBy_SymbolSkill'. The code cell contains a function to reverse a list. The output shows the reversed list: [9, 8, 7, 6, 5, 4, 3, 2, 1, 0].

```
In [82]: numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
def Reverse(numbers):
    if (len(numbers)==1):
        return numbers
    return Reverse(numbers[1:] + numbers[0:1])
print(Reverse(numbers))

[9, 8, 7, 6, 5, 4, 3, 2, 1, 0]
```