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QUESTION: 01

PYTHON BASIC (STRINGS, DATA TYPE, LOOPS, IF CONDITIONS, FUNCTION, CLASSES)

STRINGS:

_____Strings in Python are sequences of characters, typically used to represent text. They can include letters, numbers, symbols, and whitespace. Strings are enclosed within either single (' '), double (" "), or triple (" "" or """ """) quotes.

```
1)
str1 = "Hello"
str2 = "World"
result = str1 + " " + str2
print(result) # Output: Hello World

2)
# Take input from the user
user_input = input("Enter a string: ")
# Print the input string
print("You entered:", user_input)
```

DATA TYPE:

A data type in programming defines the type of data that a variable can hold. It specifies the type of values that can be assigned to the variable and the operations that can be performed on those values. Here's a simple definition:

```
1)
num1 = float(input("Enter first number: "))
num2 = float(input("Enter second number: "))
# Calculate the sum
sum = num1 + num2
# Print the result
print(num1 + num2)
2)
frist_number =input("ENTER YOUR NUMBER: ")
operator =input("ENTER YOUR OPERATOR:(+,-,*,/,%)")
second_number =input("ENTER YOUR SEC_NUMBER: ")
frist_number=int(frist_number)
second_number=int(second_number)
if operator == "+":
 print(frist_number + second_number)
elif operator == "-":
 print(frist_number - second_number)
elif operator == "*":
 print(frist_number * second_number)
elif operator == "/":
 print(frist_number / second_number)
elif operator == "%":
 print(frist_number % second_number)
 print("INVALID OPERATION")
```

LOOPS:

A loop in programming is like a repetitive task that a computer performs over and over again until a certain condition is met. Imagine you're folding shirts: you pick up a shirt, fold it, put it down, and repeat until all shirts are folded. In a loop, you tell the computer to repeat a certain block of code multiple times, and it keeps doing that until a specific condition is no longer true.

```
1)
# CONNECTION OF NODES
class Node:
  def __init__(self, data):
    self.data = data
    self.next = None
node1 = Node(1)
node2 = Node(2)
node3 = Node(3)
node4 = Node(4)
node1.next = node2
node2.next = node3
node3.next = node4
current = node1
while current is not None:
  print(current.data, end=" -> ")
  current = current.next
print("None")
```

```
# Using a for loop to print numbers from 1 to 5
print("Using a for loop:")
for i in range(1, 6):
    print(i)

# Using a while loop to print numbers from 1 to 5
print("\nUsing a while loop:")
num = 1
while num <= 5:
    print(num)
num += 1</pre>
```

IF CONDITIONS:

Sure! Let's break down if-else conditions in simple terms:Imagine you have a decision to make based on a condition. If the condition is true, you'll do one thing, and if it's false, you'll do something else. That's where if-else statements come in handy.

```
1)
num = int(input("Enter number to check even or odd : "))
if num % 2 == 0:
    print("The number is even.")
else:
    print("The number is odd.")
```

```
2)
```

else:

```
number = 9

if number > 10:
    print("Number is greater than 10")
```

print("Number is not greater than 10")

FUNCTIONS:

Imagine you have a set of instructions that you need to perform repeatedly. Instead of writing the same instructions over and over again, you can put them together and give them a name. Then, whenever you need to perform those instructions, you can simply call that name.

```
1)
# Define a function called "greet"
def greet():
    print("Hello, welcome!")
# Call the function "greet"
greet()
```

```
2)
```

```
def add_numbers(a, b):
    sum = a + b
    return sum

result = add_numbers(3, 5)

print("The sum of the two numbers is:", result)

CLASSES:
```

In programming, a class is like a blueprint or template for creating objects. It defines the properties (attributes) and behaviors (methods) that objects of that class will have.

1)

class Dog:

```
def __init__(self, name, age):
    self.name = name
    self.age = age
    def bark(self):
    print(self.name + " says ACHA!")
    my_dog = Dog("Buddy", 3)
    print(my_dog.name)
    print(my_dog.age)
    my_dog.bark()
```

QUESTION 02:

NUMPY AND PANDAS (THESE ARE LIBRARIES WE NEED TO CHECK ITS DOCUMENTATON)



QUESTION 03:

DATASET DOWNLOAD (MAX TWO DATASETS OF THE TOPIC SOME HOW RELATED TO THE CYBER SECURITY)
(SOURCE: KAGGLE.COM)



