



D42\_PYTHON\_PROJECT ▾

Version control ▾



PYTHON\_ASSIGNMENT\_5.py



scratch\_3.py ×



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```
random_numbers = [7, 12, 19, 4, 23]
print("List of random numbers:", random_numbers)

random_numbers.extend([258, 715, 930])
print("List new :", random_numbers)

for number in random_numbers:
    print("Element in the list:", number)
```

Run



scratch\_3 ×



C:\Users\USER\PycharmProjects\PythonProject\D42\_PYTHON\_PROJECT\.venv\Script

List of random numbers: [7, 12, 19, 4, 23]

List new : [7, 12, 19, 4, 23, 258, 715, 930]

Element in the list: 7

Element in the list: 12

Element in the list: 19

Element in the list: 4

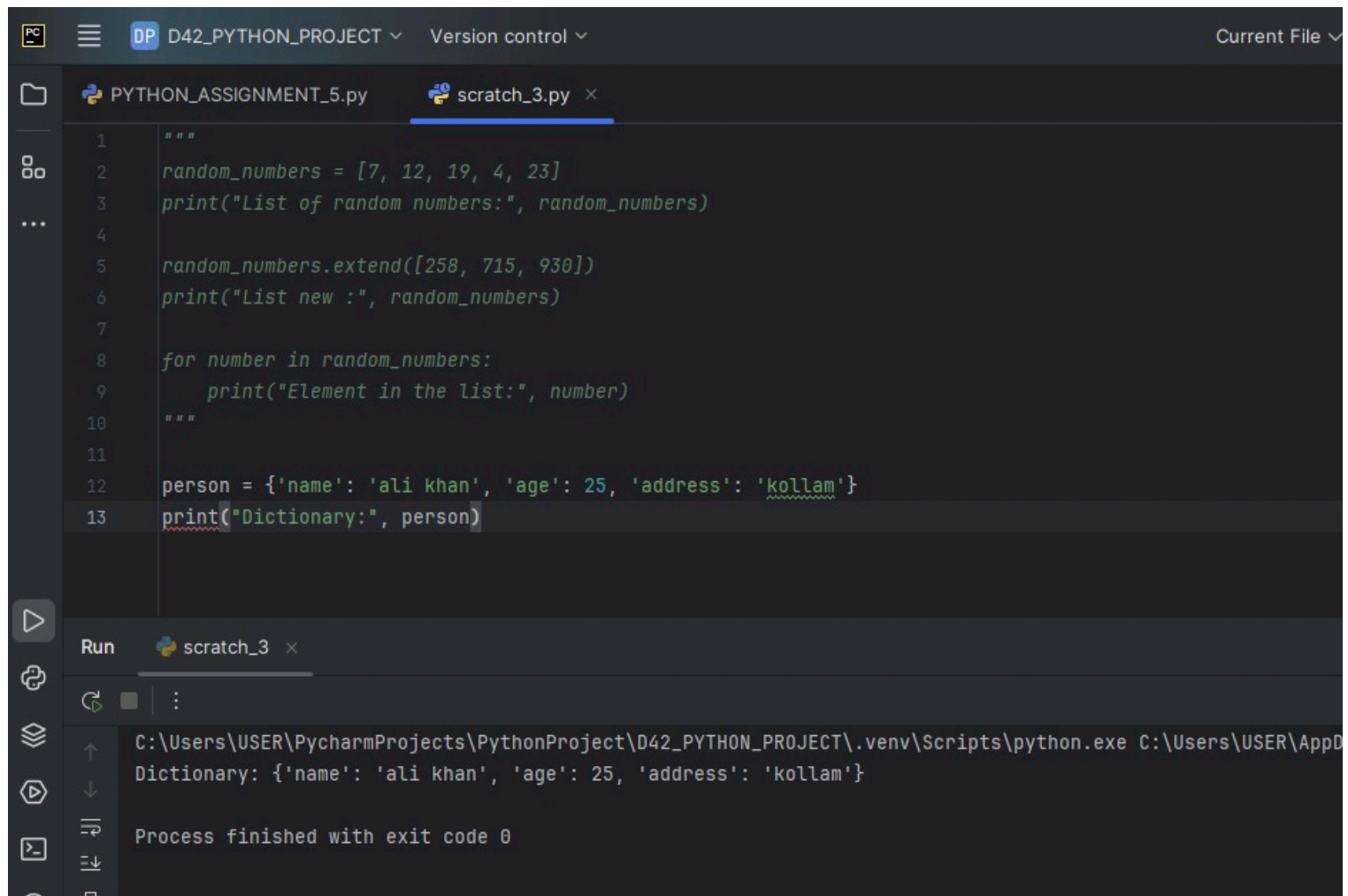
Element in the list: 23

Element in the list: 258

Element in the list: 715

Element in the list: 930

Process finished with exit code 0



PC DP D42\_PYTHON\_PROJECT Version control Current File

PYTHON\_ASSIGNMENT\_5.py scratch\_3.py x

```
2 random_numbers = [7, 12, 19, 4, 23]
3 print("List of random numbers:", random_numbers)
4
5 random_numbers.extend([258, 715, 930])
6 print("List new :", random_numbers)
7
8 for number in random_numbers:
9     print("Element in the list:", number)
10 """
11
12 person = {'name': 'ali khan', 'age': 25, 'address': 'kollam'}
13 print("Dictionary:", person)
14
15 person['phone'] = '9777585428'
16 print("Updated dictionary:", person)
```

Run scratch\_3 x

```
C:\Users\USER\PycharmProjects\PythonProject\D42_PYTHON_PROJECT\.venv\Scripts\python.exe C:\Users\USER\A
Dictionary: {'name': 'ali khan', 'age': 25, 'address': 'kollam'}
Updated dictionary: {'name': 'ali khan', 'age': 25, 'address': 'kollam', 'phone': '9777585428'}

Process finished with exit code 0
```



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PYTHON\_ASSIGNMENT\_5.py scratch\_3.py

```
11 person = {'name': 'ali khan', 'age': 25, 'address': 'kollam'}
12 print("Dictionary:", person)
13
14 person['phone'] = '9777585428'
15 print("Updated dictionary:", person)
16 """
17 numbers_set = {1, 2, 3, 4, 5}
18 print("Set:", numbers_set)
19
20 numbers_set.discard(3)
21 print("Set after removing 3:", numbers_set)
22
23 numbers_set.add(6)
24 print("Set after adding 6:", numbers_set)
25
26
```

Run scratch\_3

▶

C:\Users\USER\PycharmProjects\PythonProject\D42\_PYTHON\_PROJECT\.venv\Scripts\python.exe C:\Users\USER\AppData\Roaming\Python\Python310\Scripts\python.exe

Set: {1, 2, 3, 4, 5}

Set after removing 3: {1, 2, 4, 5}

Set after adding 6: {1, 2, 4, 5, 6}

Process finished with exit code 0

