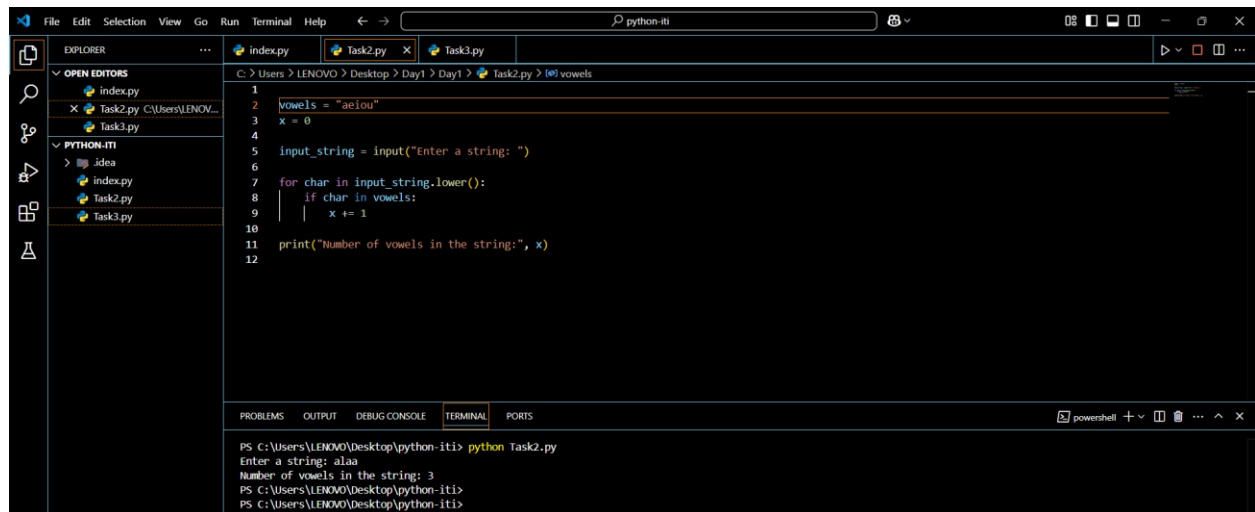


Name: Alaa Abdalzaher fahim

Day 1

Write a program that counts up the number of vowels [a, e, i, o, u] contained in the string.



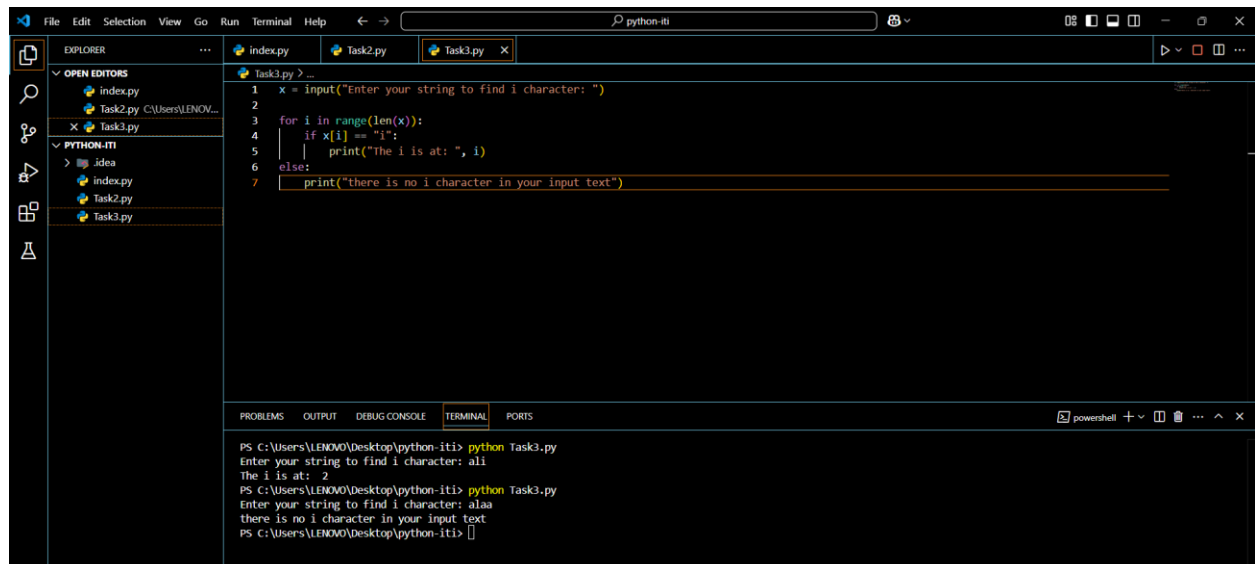
The screenshot shows a Python IDE with the following components:

- EXPLORER:** Lists files including `index.py`, `Task2.py`, and `Task3.py`.
- EDITOR:** Displays the code for `Task2.py` at the path `C:\Users\LENOVO\Desktop\Day1\Day1\Task2.py`. The code is:

```
1 vowels = "aeiou"
2 x = 0
3
4
5 input_string = input("Enter a string: ")
6
7 for char in input_string.lower():
8     if char in vowels:
9         x += 1
10
11 print("Number of vowels in the string:", x)
12
```
- TERMINAL:** Shows the execution of `python Task2.py`. The output is:

```
PS C:\Users\LENOVO\Desktop\python-iti> python Task2.py
Enter a string: alaa
Number of vowels in the string: 3
PS C:\Users\LENOVO\Desktop\python-iti>
```

Write a program that prints the locations of "i" character in any string you added.



The screenshot shows a Python IDE with a dark theme. The Explorer panel on the left shows a project named 'python-iti' with files 'index.py', 'Task2.py', and 'Task3.py'. The main editor window displays the code for 'Task3.py'. The code prompts the user to enter a string and then iterates through each character to find the index of 'i'. The output window at the bottom shows the execution results for two test cases: 'all' and 'alaa'.

```
1 x = input("Enter your string to find i character: ")
2
3 for i in range(len(x)):
4     if x[i] == "i":
5         print("The i is at: ", i)
6     else:
7         print("there is no i character in your input text")
```

PS C:\Users\LENOVO\Desktop\python-iti> python Task3.py
Enter your string to find i character: all
The i is at: 2
PS C:\Users\LENOVO\Desktop\python-iti> python Task3.py
Enter your string to find i character: alaa
there is no i character in your input text
PS C:\Users\LENOVO\Desktop\python-iti>

Write a program that generate a multiplication table from 1 to the number passed.



The screenshot shows a Python IDE with the following components:

- EXPLORER:** Lists files including `index.py`, `Task2.py`, `Task3.py`, and `Task4.py`.
- EDITOR:** Displays the code for `Task4.py`:

```
1 x = input("enter your number=")
2 x=int(x)
3 for i in range(1,x+1):
4     for b in range(1,i+1):
5         print(f"{i}*{b}={i*b}")
```
- TERMINAL:** Shows the execution of the program:

```
PS C:\Users\LENOVO\Desktop\python-iti> python Task4.py
enter your number=5
1*1= 1
2*1= 2
2*2= 4
3*1= 3
3*2= 6
3*3= 9
4*1= 4
4*2= 8
4*3= 12
4*4= 16
5*1= 5
5*2= 10
5*3= 15
5*4= 20
5*5= 25
PS C:\Users\LENOVO\Desktop\python-iti>
```

Write a program that build a Mario pyramid



The screenshot shows a Python IDE with a dark theme. The Explorer panel on the left shows a project named 'python-iti' with files 'index.py', 'Task2.py', 'Task3.py', 'Task4.py', and 'Task5.py'. The main editor displays 'Task5.py' with the following code:

```
1 x = int(input("Enter the height of the pyramid: "))
2
3 for i in range(1, x + 1):
4     spaces = x - i
5     blocks = i
6     print(" " * spaces + "*" * blocks)
7
```

Below the editor is a terminal window showing the output of the program. It displays a list of multiplication problems and their solutions, followed by the execution of the program with an input of 4, resulting in a pyramid of 4 rows of asterisks.

```
4*2= 8
4*3= 12
4*4= 16
5*1= 5
5*2= 10
5*3= 15
5*4= 20
5*5= 25

PS C:\Users\LENOVO\Desktop\python-iti> python Task5.py
Enter the height of the pyramid: 4
*
**
***
****

PS C:\Users\LENOVO\Desktop\python-iti>
```