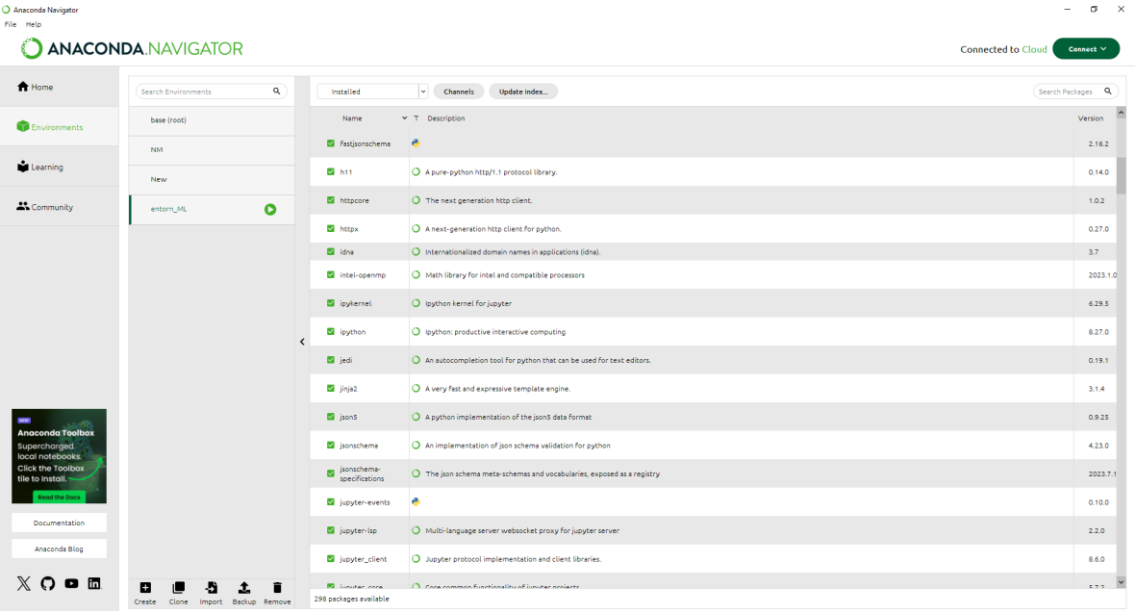
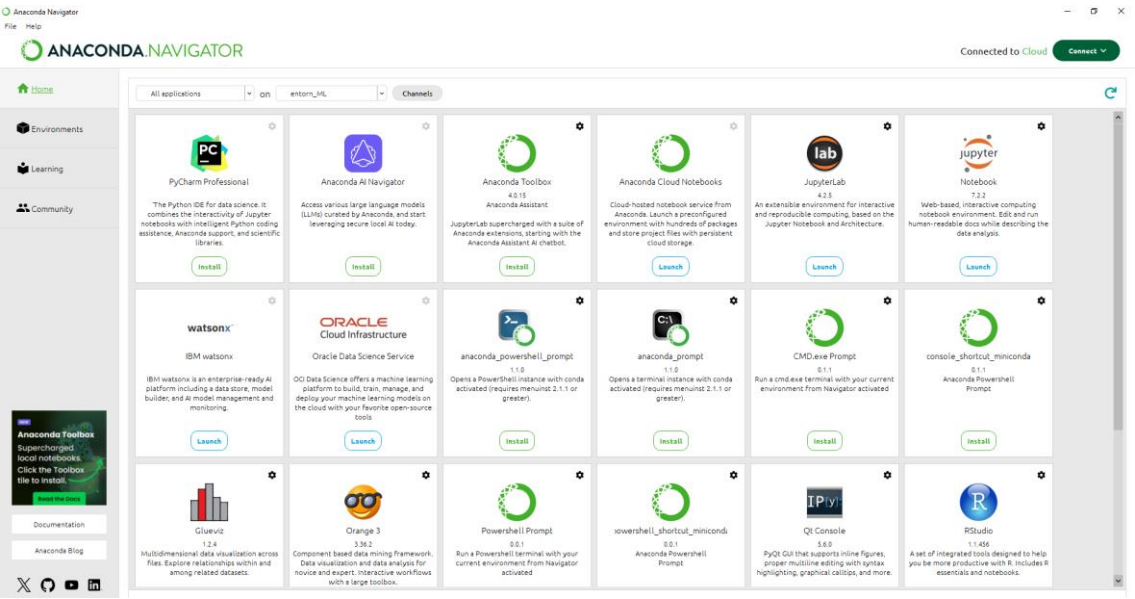
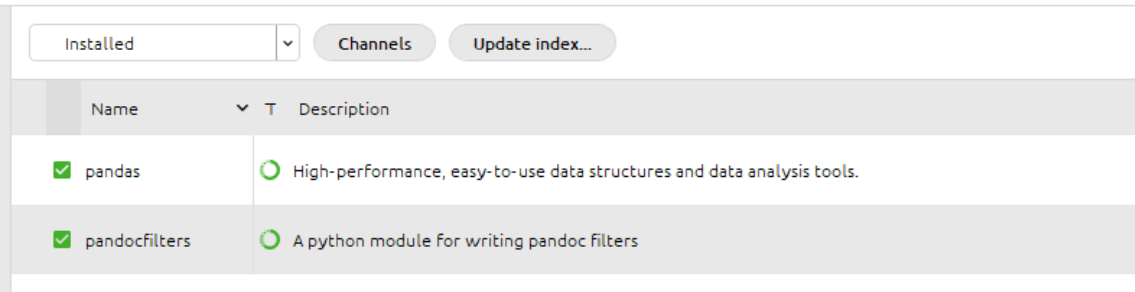


Exercici 1



Exercici 2



Installed		Channels	Update index...
Name	T	Description	
<input checked="" type="checkbox"/> bottleneck	<input type="checkbox"/>	Fast numpy array functions written in cython.	
<input checked="" type="checkbox"/> mkl_fft	<input type="checkbox"/>	Numpy-based implementation of fast fourier transform using intel (r) math kernel library.	
<input checked="" type="checkbox"/> mkl_random	<input type="checkbox"/>	Intel (r) mkl-powered package for sampling from common probability distributions into numpy arrays.	
<input checked="" type="checkbox"/> numexpr	<input type="checkbox"/>	Fast numerical expression evaluator for numpy	
<input checked="" type="checkbox"/> numpy	<input type="checkbox"/>	Array processing for numbers, strings, records, and objects.	
<input checked="" type="checkbox"/> numpy-base	<input type="checkbox"/>	Array processing for numbers, strings, records, and objects.	

Installed		Channels	Update index...
Name	T	Description	
<input checked="" type="checkbox"/> scikit-learn	<input type="checkbox"/>	A set of python modules for machine learning and data mining	

Installed		Channels	Update index...
Name	T	Description	
<input checked="" type="checkbox"/> matplotlib	<input type="checkbox"/>	Publication quality figures in python	
<input checked="" type="checkbox"/> matplotlib-base	<input type="checkbox"/>	Publication quality figures in python	
<input checked="" type="checkbox"/> matplotlib-inline	<input type="checkbox"/>	Inline matplotlib backend for jupyter	

Installed		Channels	Update index...
Name	T	Description	
<input checked="" type="checkbox"/> seaborn	<input type="checkbox"/>	Statistical data visualization	

Installed		Channels	Update index...
Name	T	Description	
<input checked="" type="checkbox"/> streamlit	<input type="checkbox"/>	The fastest way to build data apps in python	

Exercici 3

jupyter

Untitled3

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Kernel

Settings

Help

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Code

▼

JupyterLab

Python 3 (ipykernel)

•[2]:

import math
math.sqrt(16) # Square of 16

[2]:

4.0

[8]:

a = 15
b = 7

suma = a + b
rest = a - b
multiplication = a * b
division = a / b

print("Suma:", suma)
print("Resta:", rest)
print("Multiplication:", multiplication)
print("Division:", division)

Suma: 22
Resta: 8
Multiplication: 105
Division: 2.142857142857143

[9]:

log_natural = math.log(10) # ln(10)
log_base10 = math.log10(100) # log10(100)

print("Log de 10:", log_natural)
print("Log base 10 of 100:", log_base10)

Log de 10: 2.302585092994046
Log base 10 of 100: 2.0

[10]:

print("Value π:", math.pi)
print("Value e:", math.e)

Value π: 3.141592653589793
Value e: 2.718281828459045

Exercici 4

jupyter

Untitled3

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Markdown

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JupyterLab

Python 3 (ipykernel)

My first Makdown

Introduction

I'm doing basic Markdown styling.

Key Features:

- **Bolding**
- *Cursiva because I don't know how it is in English*
- We can add images and links

Code:

```
print("Hello, Jupyter!")
```

This is a bold proof of concept

- This is a list
- And continue


This is a cursiva proof of concept





- This is a list
- And continue




1. First item
2. Second item
 - A. Sub-item 2.1
 - B. Sub-item 2.2





Exercici 5

 **Projecte-Machine-Learning** Public

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 Code


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 Readme

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Packages

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 README

Projecte-Machine-Learning

- Exercici 1

Instal·la el programa Anaconda amb Python 3, i Jupyter Notebook.

- Exercici 2

Crea un entorn virtual a Anaconda amb el nom "entorn_ML" que contingui les llibreries necessàries per a ML.

- Exercici 3

Utilitzant Jupyter Notebook executa alguns càlculs senzills, a la vegada que et familiaritzes amb el llenguatge Markdown.

- Exercici 4

Prova de crear títols, llistes, canviar l'estil de la lletra o afegir imatges dins del Notebook.


- Exercici 5



Crea un repositori a GitHub amb el nom "Projecte Machine Learning"




- Exercici 6


Puja el fitxer de Jupyter Notebook al teu repositori de GitHub.


Exercici 6


 **Projecte-Machine-Learning** Public


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 Code

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