

**#python**

**1 .wap inputting your name which will be printed in the reverse order**

**String manipulation**

```
string = input("enter string ")  
string2 = "  
for i in string:  
    string2 = i+string2  
print("string = ", string)  
print("Reversed String=", string2)
```

output-

string = anand

Reversed String= dnana

## 2. Create a Calculator program using four functions

```
def add(x, y):  
    return x + y  
  
def subtract(x, y):  
    return x - y  
  
def multiply(x, y):  
    return x * y  
  
def divide(x, y):  
    try:  
        return x / y  
    except:  
        print("invalid input",y)  
  
print("Select operation:")  
print("1.Add")  
print("2.Subtract")  
print("3.Multiply")  
print("4.Divide")  
  
c = input("Enter choice(1/2/3/4): ")  
  
num1 = float(input("Enter first number: "))  
num2 = float(input("Enter second number: "))  
  
if c == '1':  
    print(num1,"+",num2,"=", add(num1,num2))
```

```
elif c == '2':
```

```
    print(num1,"-",num2,"=", subtract(num1,num2))
```

```
elif c == '3':
```

```
    print(num1,"*",num2,"=", multiply(num1,num2))
```

```
elif c == '4':
```

```
    print(num1,"/",num2,"=", divide(num1,num2))
```

```
else:
```

```
    print("Invalid input")
```

### 3. List Manipulation program identify Even & Odd Number separately

```
def EvenOdd(a):

    n = int(input("Enter number of elements:"))

    for i in range(1, n + 1):

        b = int(input("Enter element:"))

        a.append(b)

    even = []

    odd = []

    dict = {}

    evenadd = 0

    oddadd = 0

    evencount = 0

    oddcount = 0

    for j in a:

        if (j % 2 == 0):

            even.append(j)

            evenadd += j

            evencount += 1

        else:

            odd.append(j)

            oddadd += j

            oddcount = oddcount + 1

    print("The even list", even)
```

```
print("The odd list", odd)

dict["even"] = even

dict["odd"] = odd

dict["evenAddition"] = evenadd

dict["oddAdditoin"] = oddadd

dict["Ecount"] = evencount

dict["Ocount"] = oddcount

print(dict)
```

## 4. Inheritance Assignment

```
class Employee:
```

```
    def __init__(self,name,id,age):
```

```
        self.name = name
```

```
        self.id = id
```

```
        self.age = age
```

```
class Course:
```

```
    def __init__(self,cid,cname,duration):
```

```
        self.cid = cid
```

```
        self.coursename = cname
```

```
        self.duration = duration#
```

```
class Trainee(Employee,Course):
```

```
    global d
```

```
    d={ }
```

```
    global l
```

```
    l = []
```

```
    def __init__(self,tid,course,dict):
```

```
        self.tid = tid
```

```
        self.course = course
```

```
        self.dict = dict
```

```
def add(self,selfC):  
    l.append(selfC.coursename)  
    return selfC.coursename  
def update(self,selfc,cname):  
    selfc.coursename = cname  
    l.append(selfc.coursename)  
def addstatus(self,course,status):  
    d[course] = status  
def display(self):  
    print(d)
```

```
t = Trainee("xyz","python",{ 'cpp':"complete" })  
c = Course(1,"CPP",55)  
c2 = Course(2, "Java", 45)  
c3 = Course(3, "Electronic", 69)  
c4 = Course(4, "DBA", 40)  
c5 = Course(5, "Cdsa", 78)  
#t.add(c2)  
t.update(c2,"python")  
t.addstatus(t.add(c4),"incomplete")  
t.addstatus(t.add(c5),"complete")  
t.display()
```