

# PYTHON PORTFOLIO

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# Certificate

## OF ACHIEVEMENT

o i o i o i o i o i o i o i o i o i

**Andreas Calleja**

has successfully completed the following course:

**PYTHON FOUNDATIONS**

**ISSUED ON** 01/06/2021 **EDUCATION LICENSE NO.** 2011-TC-010



NIKOLAI SAMMUT  
CEO

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# NETFLIX

---

- Description:
  - A program that receives your Netflix viewing activity as a csv file and computes the time spent watching Netflix and when.
  - User can search for each show/movie.
- Functionality used:
  - Pandas, numpy, matplotlib, time, tzlocal modules
- GitHub Link:
  - <https://github.com/andreasmltal/netflix-python>

# NETFLIX

---

## MENU

```
----MENU-----  
1. View total time spent  
2. View by day  
3. View by hour  
4. View by show  
5. Exit  
Choice:
```

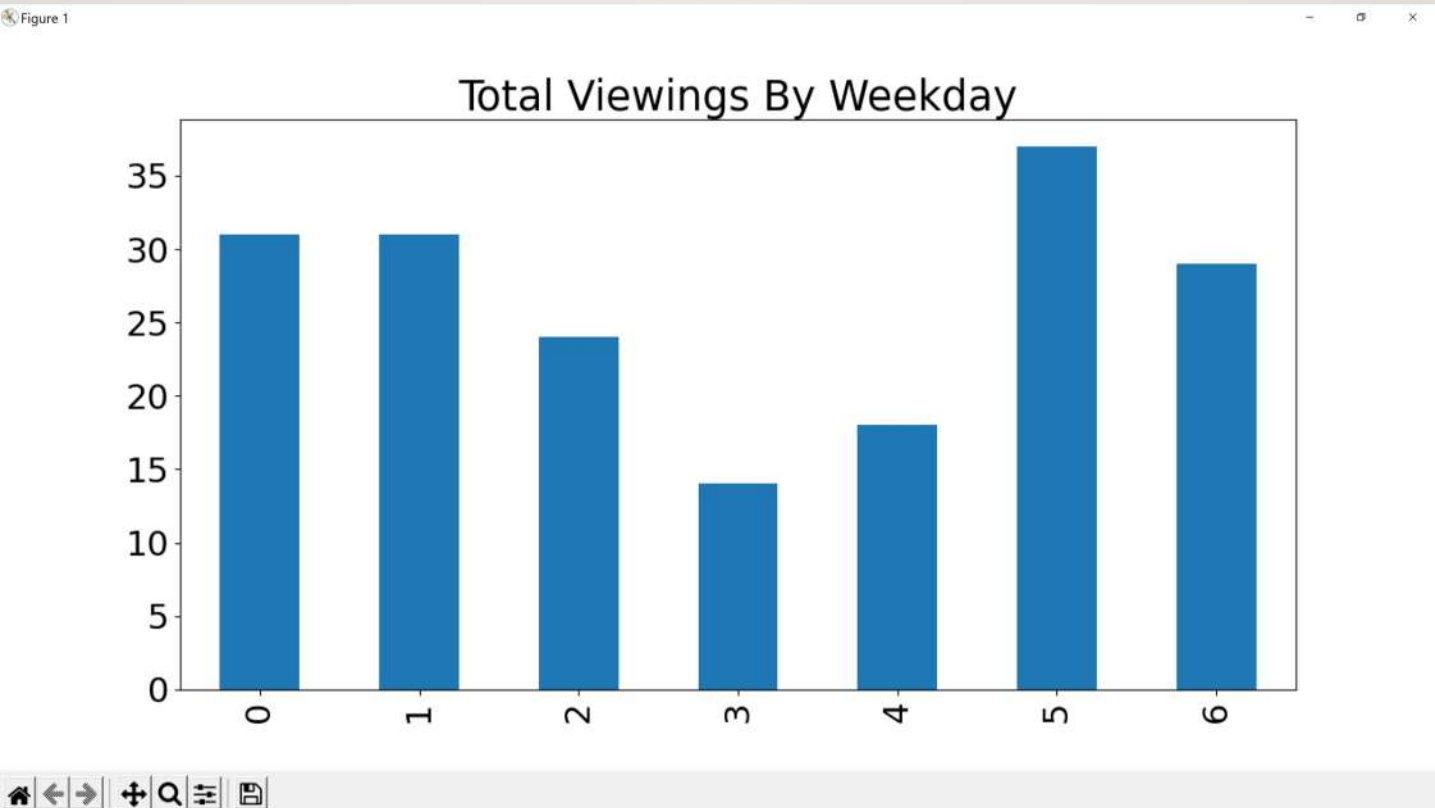
## VIEWING TIME

```
Choice: 1  
Total Time spent on Netflix is 2 days 17:17:07  
MENU
```

# NETFLIX

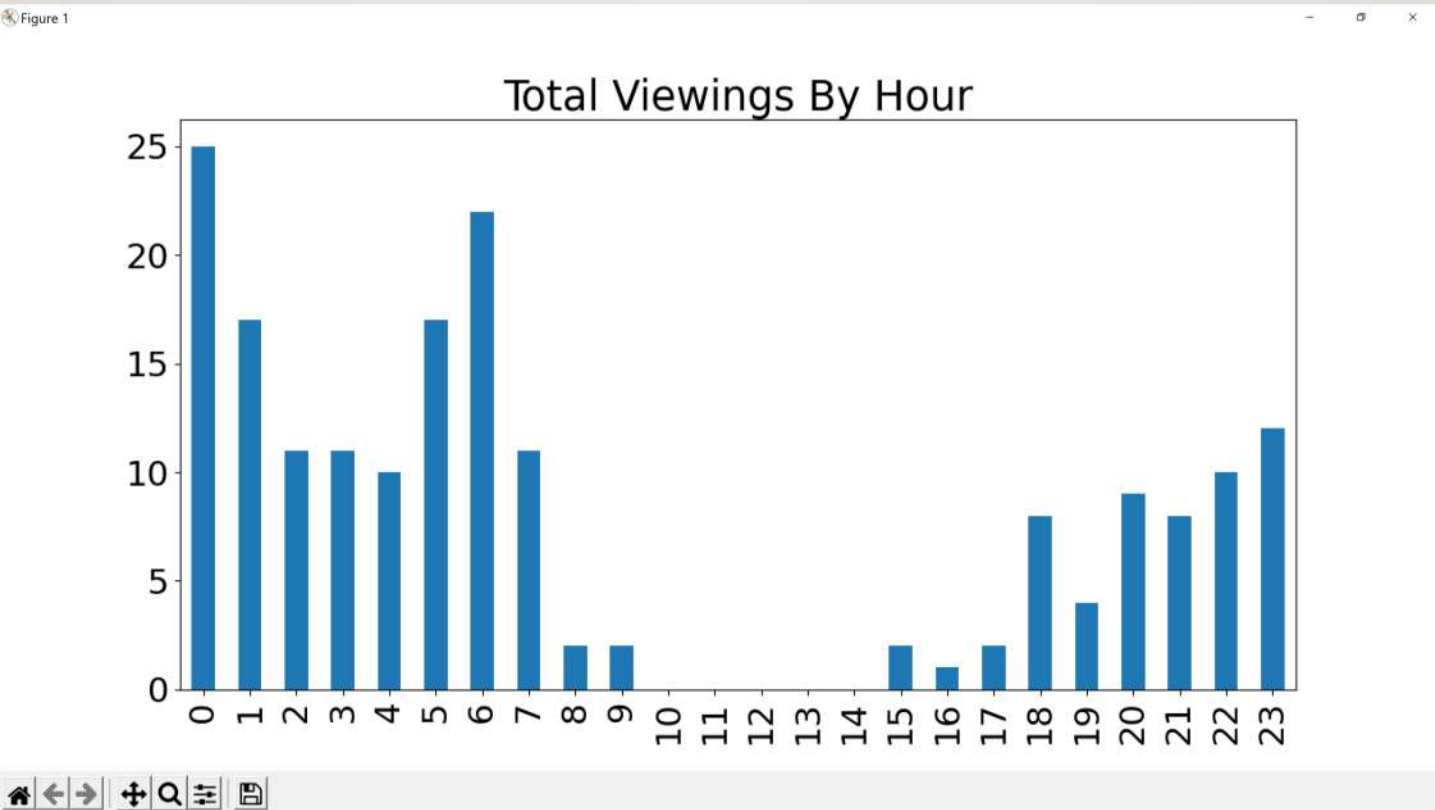
---

## VIEWINGS BY DAY



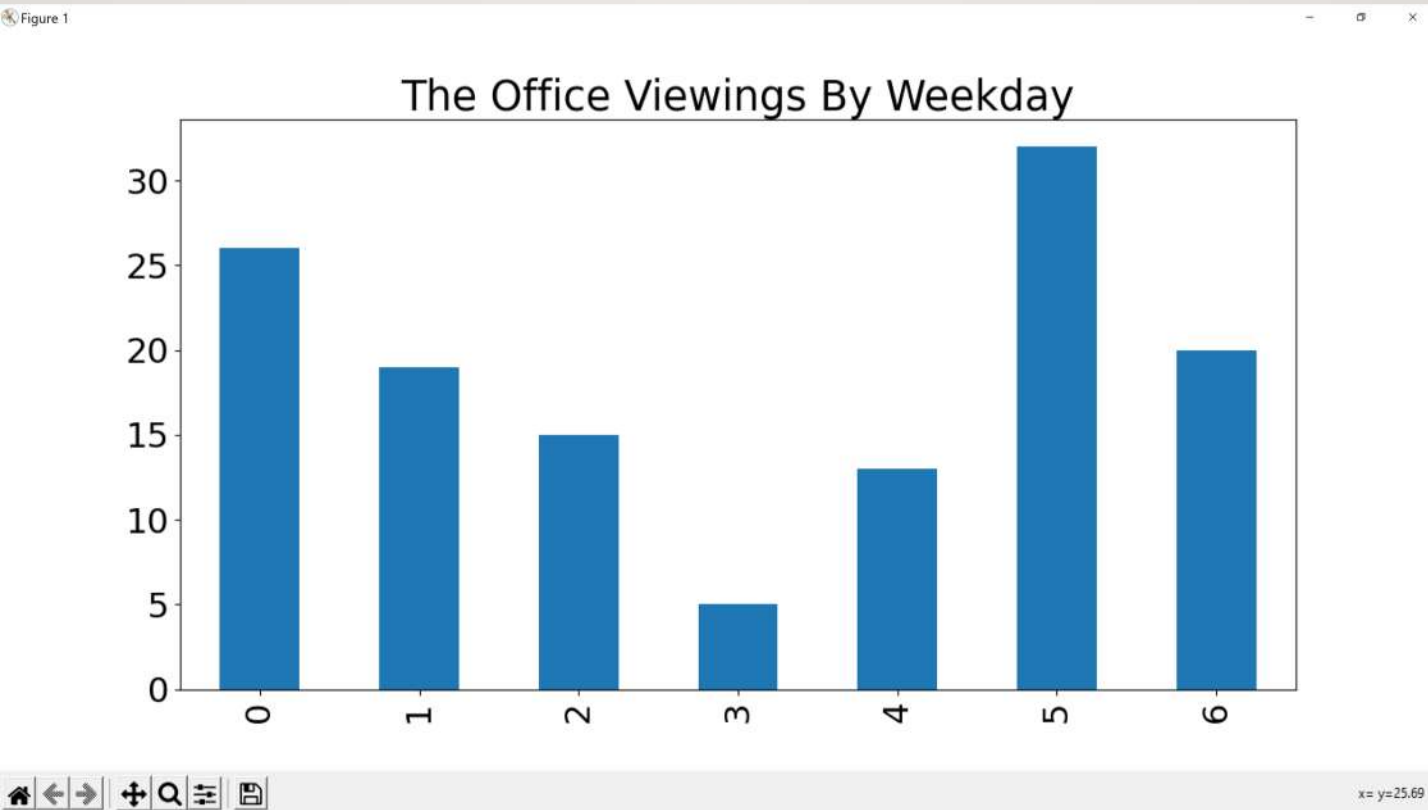
# NETFLIX

## VIEWINGS BY HOUR



# NETFLIX

## THE OFFICE VIEWINGS BY DAY





## RETRO COLLECTION - PYQT

---

- Description:
  - A retro collection database.
  - Allows user to set up name during first time boot-up in a login page.
  - User can add, delete or edit items and add to the item types.
- Functionality used:
  - PyQt5
  - Working with .json files
- GitHub Link:
  - <https://github.com/andreasmltal/python-retrocollection>

# RETRO COLLECTION - PYQT

---

## BOOT UP LOGIN PAGE



Login Page

Welcome

To Your Retro Collection

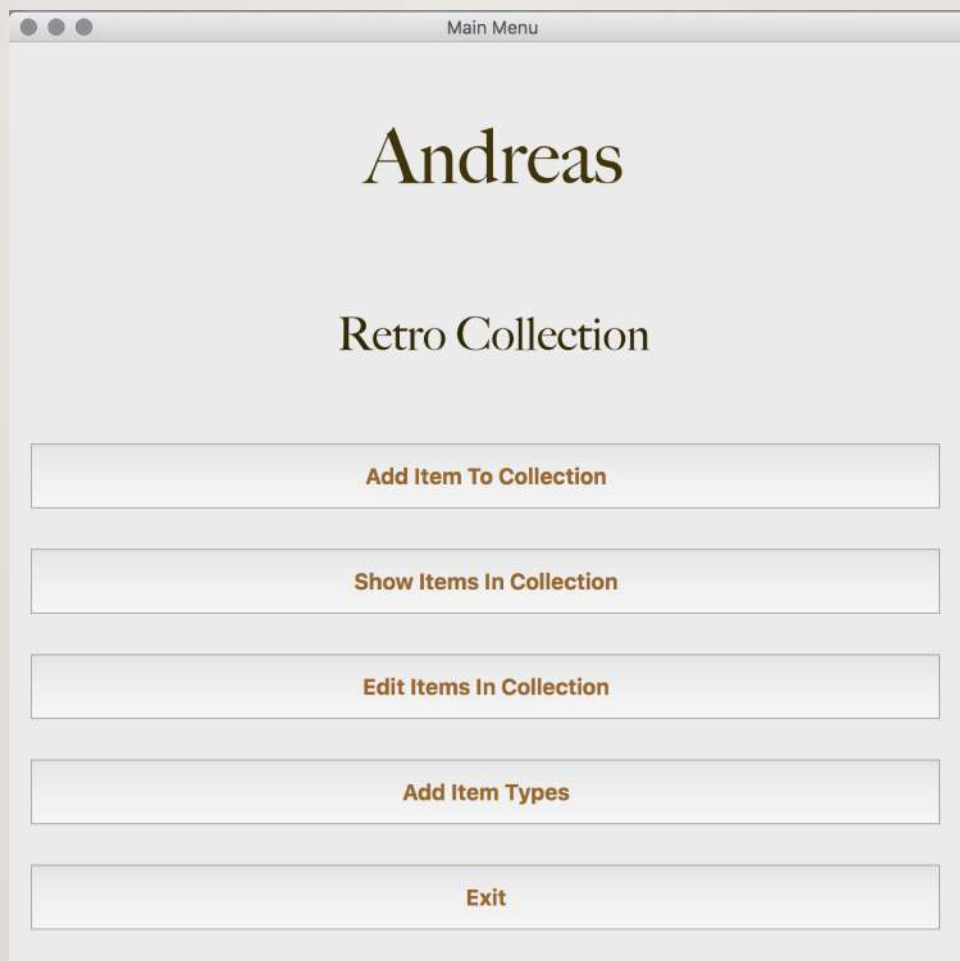
Please Enter Your Name

Continue

# RETRO COLLECTION - PYQT

---

## MENU PAGE



# RETRO COLLECTION - PYQT

## ADDING ITEMS TO DATABASE

Add Item

Andreas  
Retro Collection

Add Item To Your Retro Collection

Title

Type

Description

✓ Computer

Camera

Phone

Video Player

July

2021

Mon

Tue

Wed

Thu

Fri

Sat

Sun

26

28

29

30

1

2

3

4

27

5

6

7

8

9

10

11

28

12

13

14

15

16

17

18

29

19

20

21

22

23

24

25

30

26

27

28

29

30

31

1

31

2

3

4

5

6

7

8

Add

July

2021

Mon

Tue

Wed

Thu

Fri

Sat

Sun

26

28

29

30

1

2

3

4

27

5

6

7

8

9

10

11

28

12

13

14

15

16

17

18

29

19

20

21

22

23

24

25

30

26

27

28

29

30

31

1

31

2

3

4

5

6

7

8

Clear

Your Retro Collection

Title

Item Type

DOA

DOM

Description

Delete

# RETRO COLLECTION - PYQT

---

## ADDING TO THE ITEM TYPES

Add Category Type

Andreas

Retro Collection

Add Category Type

Type

Add

Clear

# SUDOKU SOLVER

---

- Description:
  - Solves any solvable sudoku problem through recursion
- Functionality used:
  - Recursion
- GitHub Link:
  - <https://github.com/andreasmltal/sudoku-python>

# SUDOKU SOLVER

---

## SUDOKU PROBLEM

```
example_board = [  
    [6, -1, -1, -1, -1, 5, -1, -1, -1],  
    [-1, -1, -1, 3, -1, 9, -1, 5, -1],  
    [-1, -1, -1, -1, 4, -1, -1, 6, -1],  
  
    [4, -1, 3, -1, -1, -1, -1, -1, -1],  
    [-1, 8, -1, 7, -1, -1, 2, -1, -1],  
    [-1, -1, -1, -1, -1, 1, 7, -1, -1],  
  
    [-1, -1, -1, -1, 9, -1, -1, -1, 6],  
    [-1, -1, 5, -1, 2, -1, 8, 4, 9],  
    [-1, 4, -1, -1, -1, 3, -1, -1, -1]
```



# SUDOKU SOLVER

---

## SOLUTION

6	9	4		1	7	5		3	2	8
8	1	2		3	6	9		4	5	7
3	5	7		2	4	8		9	6	1
-----										
4	7	3		9	8	2		6	1	5
5	8	1		7	3	6		2	9	4
2	6	9		4	5	1		7	8	3
-----										
7	2	8		5	9	4		1	3	6
1	3	5		6	2	7		8	4	9
9	4	6		8	1	3		5	7	2
-----										



# MINESWEEPER

---

- Description:
  - A CLI version of the classic game minesweeper
- Functionality used:
  - Random and re modules
- GitHub Link:
  - <https://github.com/andreasmltal/python-minesweeper>

# MINESWEEPER

---

## GAMEPLAY

```
      0  1  2  3  4  5  6  7  8  9
-----
0 |  |  |  |  |  |  |  |  |  |
1 |  |  |  |  |  |  |  |  |  |
2 |  |  |  |  |  |  |  |  |  |
3 |  |  |  |  |  |  |  |  |  |
4 |  |  |  |  |  |  |  |  |  |
5 |  |  |  |  |  |  |  |  |  |
6 |  |  |  |  |  |  |  |  |  |
7 |  |  |  |  |  |  |  |  |  |
8 |  |  |  |  |  |  |  |  |  |
9 |  |  |  |  |  |  |  |  |  |
-----
Where would you like to dig? Input as row, col:
```

# MINESWEEPER

---

## GAMEPLAY

Where would you like to dig? Input as row, col: 9,9

0 1 2 3 4 5 6 7 8 9

```
-----  
0 | | | | | | | | | | |  
1 | | | | | | | | | | |  
2 | | | | | | | 1 1 2 2 |  
3 | | | | | | | 1 0 0 0 |  
4 | | | | | 2 1 0 0 0 |  
5 | 2 1 1 1 1 0 0 0 0 |  
6 | 1 0 0 0 0 0 0 0 0 |  
7 1 1 0 0 1 1 1 0 0 0 |  
8 0 0 0 0 1 | 1 0 0 0 |  
9 0 0 0 0 1 | 1 0 0 0 |  
-----
```

Where would you like to dig? Input as row, col: |

# MINESWEEPER

---

## GAME OVER

Where would you like to dig? Input as row, col: 4,4

Game over

	0	1	2	3	4	5	6	7	8	9
0	0	0	1	*	2	*	1	1	2	2
1	0	0	1	1	2	1	1	1	*	*
2	1	1	0	0	1	1	1	1	2	2
3	*	2	1	1	2	*	1	0	0	0
4	2	*	1	1	*	2	1	0	0	0
5	2	2	1	1	1	1	0	0	0	0
6	*	1	0	0	0	0	0	0	0	0
7	1	1	0	0	1	1	1	0	0	0
8	0	0	0	0	1	*	1	0	0	0
9	0	0	0	0	1	1	1	0	0	0

# HANGMAN

---

- Description:
  - The ever popular hangman game
- Functionality used:
  - Random and string modules
- Github Link:
  - <https://github.com/andreasmltal/python-hangman>

# HANGMAN

---

## GAMEPLAY

You have 3 lives left. You have used these letter: E A G T I R S N O

Current word: S T R E N G T - E N

Guess a letter: H

Congrats, you guessed STRENGTHEN

# TIC TAC TOE

---

- Description:
  - A game of tic tac toe that can be played between 2 humans, a human and the computer playing at random or against an unbeatable computer
- Functionality used:
  - Math, random & time module
  - Recursion
- GitHub Link:
  - <https://github.com/andreasmltal/python-tictactoe>



# TIC TAC TOE

---

## GAME LAYOUT

	0		1		2	
	3		4		5	
	6		7		8	

X WINS !!!

X makes a move to square 6

	X				0	
	X				0	
	X					

X wins!



# ROCK PAPER SCISSORS

---

- Description:
  - The all time classic rock, paper scissors in CLI against a random computer
- Functionality used:
  - Random module
- GitHub Link:
  - <https://github.com/andreasmltal/python-rockpaperscissors>

# ROCK PAPER SCISSORS

---

## GAMEPLAY

```
Type 'r' for rock, 'p' for paper, 's': r  
It's a tie
```

```
Type 'r' for rock, 'p' for paper, 's': r  
You won
```

# GUESS GAME

---

- Description:
  - A high or low guessing game which can be played either with the user guessing a random generated number or with the computer guessing a user selected number
- Functionality used:
  - Random module
- GitHub Link:
  - <https://github.com/andreasmltal/python-guessgame>

# GUESS GAME

---

## COMPUTER GUESSING A USER SELECTED NUMBER

```
Is 104 too high (H), too low (L) or correct (C)?: L
Is 931 too high (H), too low (L) or correct (C)?: H
Is 326 too high (H), too low (L) or correct (C)?: H
Is 264 too high (H), too low (L) or correct (C)?: H
Is 230 too high (H), too low (L) or correct (C)?: H
Is 105 too high (H), too low (L) or correct (C)?: L
Is 181 too high (H), too low (L) or correct (C)?: L
Is 185 too high (H), too low (L) or correct (C)?: C
Computer guessed 185
```

# GUESS GAME

---

## USER GUESSING A RANDOM GENERATED NUMBER

```
Guess a number between 1 and 100: 90
Too high
Guess a number between 1 and 100: 50
Too high
Guess a number between 1 and 100: 30
Too high
Guess a number between 1 and 100: 10
Too low
Guess a number between 1 and 100: 15
Too low
Guess a number between 1 and 100: 20
Too low
Guess a number between 1 and 100: 25
Too low
Guess a number between 1 and 100: 28
Too high
Guess a number between 1 and 100: 27
You guessed the number 27 correctly
```

# BINARY SEARCH

---

- Description:
  - A program that proves how much faster it is to perform a binary search rather than a normal search
  - A binary search works by constantly dividing the search list in half until you arrive to the final location
- Functionality used:
  - Random & time module
  - Binary search
- GitHub Link:
  - <https://github.com/andreasmltal/python-binarysearch>

# BINARY SEARCH

---

## FINDING THE TARGET IN A RANDOM LIST

```
Naive search time: 3.341869831085205 seconds  
Binary search time: 0.06269621849060059 seconds
```



# ATM MACHINE SIMULATOR

---

- Description:
  - ATM Machine simulator
  - Menu allowing user to add new account, withdraw/deposit/check & funds
- Functionality used:
  - Time & random modules
  - Classes
  - Random pins creation & verification
  - Error Handling
- GitHub Link:
  - <https://github.com/andreasmlta1/python-atmmachine>



# ATM MACHINE SIMULATOR

---

## MENU

WELCOME TO THE ATM

-----

1. Add A New Account
2. Deposit Funds
3. Withdraw Funds
4. Check Balance
5. Exit ATM

Choice:

## ADDING A NEW ACCOUNT

Choice: 1

Name: *Andreas*

Surname: *Calleja*

9971

This is your pin: 9971

Please memorise it...

WELCOME TO THE ATM

# ATM MACHINE SIMULATOR

---

## DEPOSIT

```
Choice: 2

Please enter your pin: 9971
Welcome Andreas Calleja
This is your current balance: €0.00
How much money would you like to deposit: €100
Please enter €100.00 into the machine...
Your new balance is now: €100.00
```

## INVALID PIN

```
Please enter your pin: 9970
Invalid Pin
```

## ERROR HANDLING

```
Please enter your pin: 9971
Welcome Andreas Calleja
This is your current balance: €100.00

How much money would you like to withdraw: €120
You have insufficient money in your account
Please decrease the amount of money you would like to withdraw
```

# ATM MACHINE SIMULATOR

---

## WITHDRAW

How much money would you like to withdraw: €60  
Please take your €60.00 from the machine...  
Your new balance is now: €40.00

## ACCOUNT BALANCE

Please enter your pin: 9971  
Welcome Andreas Calleja  
This is your current balance: €40.00

# OLYMPIC TURTLE

---

- Description:
  - Draw the Olympic flag using the Turtle module
- Functionality used:
  - Turtle and time modules
- GitHub Link:
  - <https://github.com/andreasmltal/python-olympicturtle>

# OLYMPIC TURTLE

---

## OLYMPIC LOGO

Olympic Logo

