

## 12-B Status from UGC

# **Python mini-project**

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Section:-BC 1

Class roll no:- 01

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```
1.Basic Calculator:
a = int(input("Enter the first number:"))
b = int(input("Enter the second number:"))
operator = input("enter the operator:- + ,- ,*,/ ,%,**:-,// :" )
match(operator):
  case('+'):
    print("Sum=",a+b)
  case('-'):
    print("difference=",a-b)
  case('*'):
    print("Multiplication=",a*b)
  case('/'):
    print("division=",a/b)
  case('%'):
    print("remainder=",a%b)
  case('**'):
    print(a,"raise to the power",b"=",a**b)
  case('//'):
    print("floor division",a//b)
```

```
PS C:\Users\ashut\OneDrive\Desktop\python program> cd "c:\Users\ashut\OneDrive\Desktop\python program"
PS C:\Users\ashut\OneDrive\Desktop\python program> python -u "c:\Users\ashut\OneDrive\Desktop\python program\matchcase.py"
Enter the first number:8
Enter the second number:6
enter the operator:- + ,- ,*,/ ,%,**:-,// :+
Sum= 14
PS C:\Users\ashut\OneDrive\Desktop\python program>
```

```
2.NUMBER SYSTEM
start = int(input("enter the starting point :"))
end = int(input("enter the ending point:"))
update = int(input("enter the updation:"))
choice = input("Enter the choice:- r for printing in reverse order in row:,
c for printing in reverse order in column:,f for printing foward order in
row:,g for printing forward order in column:")
if choice=="r":
  for i in range(end, start-1, -update):
    print(i,end=",")
elif choice=="c":
  for i in range(end, start-1, -update):
    print(i)
elif choice== "f":
  for i in range(start,end+1,update):
    print(i,end=",")
elif choice=="g":
  for i in range(start,end+1,update):
    print(i)
else:
  print("invalid choice")
```

```
enter the starting point:2
enter the ending point:8
enter the updation:1
Enter the choice:- r for printing in reverse order in row:, c for printing in reverse order in column:,f for printing foward order in row:,g for printing forward order in column:r
8,7,6,5,4,3,2,
PS C:\Users\ashut\OneDrive\Desktop\python program\forloop.py>
```

### 3. **Grading system**

```
percentage = float(input("enter the percentage of the
student:"))
if percentage > 80 :
    print("very good")
elif percentage > 60 :
    print("good")
elif percentage > 40:
    print("average")
else:
    print("fail")
```

```
enter the percentage of the student:65
good
PS C:\Users\ashut\OneDrive\Desktop\python program>
```

```
4. Voting system
age=int(input("enter the age:"))
if age>18:
  print("you are eligible for voting")
  print("make your choice")
  print("1.BJP\n 2.AAP\n 3.CNG\n 4.RJD")
  choice=int(input("enter your choice"))
  if choice==1:
    print("1.BJP")
  if choice==2:
       print("2.AAP")
  if choice==3:
    print("3.CNG")
  if choice==4:
    print("4.RJD")
else:
  print("you are not eligible")
  print("invalid choice")
   enter the age:25
   you are eligible for voting
   make your choice
   1.BJP
   2.AAP
   3.CNG
   4.RJD
   enter your choice4
   PS C:\Users\ashut\OneDrive\Desktop\python program>
```

```
5.Roll dice
import random
result = random.randint(1,6)
print(result)
```

```
PS C:\Users\ashut\OneDrive\Desktop\python program> cd "c:\Users\ashut\OneDrive\Desktop\python
PS C:\Users\ashut\OneDrive\Desktop\python program> python -u "c:\Users\ashut\OneDrive\Desktop\
ll_dice.py"

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PS C:\Users\ashut\OneDrive\Desktop\python program> 

OneDrive\Desktop\python program>
```

```
6.inventory
```

```
class Inventory:
  def init (self):
    self.items = {}
  def add item(self, item name, quantity):
    if item_name in self.items:
      self.items[item name] += quantity
    else:
      self.items[item name] = quantity
  def remove_item(self, item_name, quantity):
    if item name in self.items and self.items[item name] >= quantity:
      self.items[item name] -= quantity
    elif item name in self.items:
      print(f"There are only {self.items[item name]} {item name(s)} left in the
inventory.")
    else:
      print(f"{item name} is not in the inventory.")
  def view inventory(self):
    for item name, quantity in self.items.items():
      print(f"{item name}: {quantity}")
inventory = Inventory()
inventory.add_item("apple", 10)
inventory.add item("banana", 20)
inventory.view_inventory()
inventory.remove_item("apple", 5)
inventory.view_inventory()
inventory.remove_item("orange", 3)
```

```
apple: 10
banana: 20
apple: 5
banana: 20
orange is not in the inventory.
PS C:\Users\ashut\OneDrive\Desktop\python program> []
```

#### 7. Rock Paper Scissor

```
import random
```

```
def get user choice():
 choice = input("Enter your choice (rock, paper, scissors): ").lower()
 if choice in ["rock", "paper", "scissors"]:
    return choice
  else:
    print("Invalid input. Please try again.")
    return get user choice()
def get computer choice():
 choices = ["rock", "paper", "scissors"]
 return random.choice(choices)
def determine_winner(user_choice, computer_choice):
 if user choice == computer choice:
    return "tie"
 elif (user choice == "rock" and computer choice == "scissors") or \
    (user_choice == "paper" and computer_choice == "rock") or \
    (user_choice == "scissors" and computer choice == "paper"):
    return "user"
  else:
    return "computer"
def main():
 print("Welcome to Rock, Paper, Scissors!")
 user_choice = get_user_choice()
 computer choice = get computer choice()
 winner = determine winner(user choice, computer choice)
 if winner == "tie":
    print(f"It's a tie! Both you and the computer chose {user choice}.")
 elif winner == "user":
    print(f"You win! You chose {user choice} and the computer chose {computer choice}.")
 else:
    print(f"You lose! You chose {user choice} and the computer chose {computer choice}.")
if name == " main ":
 main()o
```

#### Output:

```
Welcome to Rock, Paper, Scissors!

Enter your choice (rock, paper, scissors): rock

You lose! You chose rock and the computer chose paper.

PS C:\Users\ashut\OneDrive\Desktop\python program> cd "c:\Users\ash

PS C:\Users\ashut\OneDrive\Desktop\python program> python -u "c:\Us

ck_paper_scissor.py"

Welcome to Rock, Paper, Scissors!

Enter your choice (rock, paper, scissors): paper

You lose! You chose paper and the computer chose scissors.

PS C:\Users\ashut\OneDrive\Desktop\python program>
```

#### 8. Number guessing game

```
import randome
secret number = random.randint(1, 100)
attempts = 0
max attempts = 5
print("Welcome to the Number Guessing Game!")
print("I have chosen a number between 1 and 100. Can you
guess it?")
while attempts < max attempts:
  guess = int(input("Enter your guess: "))
  attempts += 1
  if guess == secret_number:
    print(f"Congratulations! You guessed the number
{secret_number} correctly in {attempts} attempts!")
    break
  elif guess < secret number:
    print("Too low! Try again.")
  else:
    print("Too high! Try again.")
if attempts == max_attempts:
  print(f"Sorry, you've run out of attempts! The correct
number was {secret number}.")
```

#### Output:

```
PS C:\Users\ashut\OneDrive\Desktop\python program> python -u "
_guessing_game.py"
Welcome to the Number Guessing Game!
I have chosen a number between 1 and 100. Can you guess it?
Enter your guess: 56
Too high! Try again.
Enter your guess: 5
Too low! Try again.
Enter your guess:
```

```
9.Vowel counting
s=input("enter a string:")
count=0
s=s.lower()
a=s.strip()
for i in a:
    if i in "aeiou":
        count+=1
print("numbeer of vowels:",count)
```

```
enter a string:apple
numbeer of vowels: 2
PS C:\Users\ashut\OneDrive\Desktop\python program>

⊕ L
```