# *M.Bharathkumar*

**cl2-batch**

# PROGRAMME:

INPUT:

a=int(input("Enter the value of A: "))

b=int(input("Enter the value of B: "))

p=int(input("what do you want to do? 1,2,3,4,5: "))

def add():

return a+b

def sub():

return a-b

def mul():

return a\*b

def divide():

return a/b

def remainder():

return a%b

if(p==1):

print(" addition= ",add())

if(p==2):

print(" subtraction= ",sub())

if(p==3):

print(" multiplication= ",mul())

if(p==4):

print("Division= ",divide())

if(p==5):

print("remainder= ",remainder())

OUTPUT:

Enter the value of A: 4

Enter the value of B: 3

what do you want to do? 1,2,3,4,5: 4

Division= 1.3333333333333333

# PROGRAMME:

INPUT:

a=['1','2','3','4','5','6','7','8','9']

def printBoard():

print('\n----')

print( '|'+ a[0] + '|' + a[1] + '|' + a[2] +'|')

print('-----')

print( '|'+ a[3] + '|' + a[4] + '|' + a[5] +'|')

print('....')

print( '|'+ a[6] + '|' + a[7] + '|' + a[8] +'|')

print('---\n')

p1=True

while (True):

printBoard()

#player 1 plays

if p1:

p=input("player 1,choose your place :")

if p in a:

a[int(p)-1] ='x'

p1 = not p1

#player 2 plays

else:

p = input("player 2,choose your place :")

if p in a:

a[int(p)-1] ='0'

p1 = not p1

#checking in rows

for i in (0,3,6):

if(a[i]==a[i+1] and a[i]==a[i+2]):

print("Game over");

printBoard()

exit()

#checking in columns

for i in range(3):

if(a[i]==a[i+3] and a[i]==a[i+6]):

print("Game over..")

printBoard()

exit()

if(a[0]==a[4] and a[0]==a[8]):

print("Game over")

printBoard()

exit()

if(a[2]==a[4] and a[2]==a[6]):

print("Game over")

printBoard()

exit()

else:

print("you have entered an invalid position")

continue

OUTPUT:

----

|1|2|3|

-----

|4|5|6|

....

|7|8|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|1|x|3|

-----

|4|5|6|

....

|7|8|9|

---

player 2,choose your place :3

you have entered an invalid position

----

|1|x|0|

-----

|4|5|6|

....

|7|8|9|

---

player 1,choose your place :1

you have entered an invalid position

----

|x|x|0|

-----

|4|5|6|

....

|7|8|9|

---

player 2,choose your place :4

you have entered an invalid position

----

|x|x|0|

-----

|0|5|6|

....

|7|8|9|

---

player 1,choose your place :5

you have entered an invalid position

----

|x|x|0|

-----

|0|x|6|

....

|7|8|9|

---

player 2,choose your place :6

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|7|8|9|

---

player 1,choose your place :4

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|7|8|9|

---

player 1,choose your place :3

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|7|8|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|7|8|9|

---

player 1,choose your place :7

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|8|9|

---

player 2,choose your place :8

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :5

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :3

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

---

player 1,choose your place :2

you have entered an invalid position

----

|x|x|0|

-----

|0|x|0|

....

|x|0|9|

# PROGRAMME:

INPUT:import smtplib

import getpass

myemail=input("your email id :")

password=getpass.getpass()

recemail=input("Receiver's email id :")

#creates SMPT session

s = smptlib.SMPT('smpt.gmail.com',587)

#starts TLS for security

s.starttls()

#Authentication

s.login(myemail,password)

#message to be sent

message="message\_you\_need\_to\_sent"

#sending the mail

s.sendmail("sender\_email\_id","receiver\_email\_id",message)

#terminating the session

s.quit()

OUTPUT:

your email id :bharath1359@

Password:

Receiver's email id :pavan123@

# PROGRAMME:

INPUT:

# sprogram for simple calculator

i=int(input("enter the value of i:"))

j=int(input("enter the value of j:"))

o=input("what do you want to do?,+,-,/,\*: ")

def add():

return i+j

def sub(a,b):

return a-b

def mult(a,b):

return a\*b

def div(a,b):

return a/b

if (o=='+'):

print("addition=", add())

elif (o=='-'):

print("subtraction=", sub(50,90))

elif (o=='\*'):

print("multipication=", mult())

elif (o=='/'):

print("divison=", div())

OUTPUT:

enter the value of i:4

enter the value of j:3

what do you want to do?,+,-,/,\*: +

addition= 7

# PROGRAMME:

INPUT:

import random

count=0

def myroll():

return random.randint(1,6)

while(count<=100):

n=input("Press R to roll the dice")

if(n=='R'):

R=myroll()

count=count+R

print("YOU GOT",R)

print("NEW POSITION IS",count)

if(count==8):

count=37

print("i got the ladder i'm climbing to the num 37")

elif(count==11):

count=2

print("what the hell a snake bit me now i got back to the num 2")

elif(count==13):

count=34

print("i got the ladder i'm climbing to the num 34")

elif(count==38):

count=9

print("what the hell a snake bit me now i got back to the num 9")

elif(count==40):

count=68

print("i got the ladder i'm climbing to the num 68")

elif(count==52):

count=81

print("i got the ladder i'm climbing to the num 81")

elif(count==65):

count=46

print("what the hell a snake bit me now i got back to the num 46")

elif(count==76):

count=97

print("i got the ladder i'm climbing to the num 97")

elif(count==89):

count=70

print("what the hell a snake bit me now i got back to the num 70")

elif(count==93):

count=64

print("what the hell a snake bit me now i got back to the num 64")

OUTPUT:

Press R to roll the diceR

YOU GOT 6

NEW POSITION IS 6

Press R to roll the diceR

YOU GOT 6

NEW POSITION IS 12

Press R to roll the diceR

YOU GOT 4

NEW POSITION IS 16

Press R to roll the diceR

YOU GOT 5

NEW POSITION IS 21

Press R to roll the diceR

YOU GOT 6

NEW POSITION IS 27

Press R to roll the diceR

YOU GOT 1

NEW POSITION IS 28

Press R to roll the diceR

YOU GOT 1

NEW POSITION IS 29

Press R to roll the diceR

YOU GOT 6

NEW POSITION IS 35

Press R to roll the diceR

YOU GOT 2

NEW POSITION IS 37

Press R to roll the diceR

YOU GOT 2

NEW POSITION IS 39

Press R to roll the diceR

YOU GOT 5

NEW POSITION IS 44

Press R to roll the diceR

YOU GOT 1

NEW POSITION IS 45

Press R to roll the diceR

YOU GOT 2

NEW POSITION IS 47

Press R to roll the diceR

YOU GOT 1

NEW POSITION IS 48

Press R to roll the dice^Z

[4]+ Stopped python3 r.py

# PROGRAMME:

INPUT:

def tic\_tac\_toe():

board = [1, 2, 3, 4, 5, 6, 7, 8, 9]

end = False

win\_commbinations = ((0, 1, 2), (3, 4, 5), (6, 7, 8), (0, 3, 6), (1, 4, 7), (2, 5, 8), (0, 4, 8), (2, 4, 6))

def draw():

print(board[0], board[1], board[2])

print(board[3], board[4], board[5])

print(board[6], board[7], board[8])

print()

def p1():

n = choose\_number()

if board[n] == "X" or board[n] == "O":

print("\nYou can't go there. Try again")

p1()

else:

board[n] = "X"

def p2():

n = choose\_number()

if board[n] == "X" or board[n] == "O":

print("\nYou can't go there. Try again")

p2()

else:

board[n] = "O"

def choose\_number():

while True:

while True:

a = input()

try:

a = int(a)

a -= 1

if a in range(0, 9):

return a

else:

print("\nThat's not on the board. Try again")

continue

except ValueError:

print("\nThat's not a number. Try again")

continue

def check\_board():

count = 0

for a in win\_commbinations:

if board[a[0]] == board[a[1]] == board[a[2]] == "X":

print("Player 1 Wins!\n")

print("Congratulations!\n")

return True

if board[a[0]] == board[a[1]] == board[a[2]] == "O":

print("Player 2 Wins!\n")

print("Congratulations!\n")

return True

for a in range(9):

if board[a] == "X" or board[a] == "O":

count += 1

if count == 9:

print("The game ends in a Tie\n")

return True

while not end:

draw()

end = check\_board()

if end == True:

break

print("Player 1 choose where to place a cross")

p1()

print()

draw()

end = check\_board()

if end == True:

break

print("Player 2 choose where to place a nought")

p2()

print()

if input("Play again (y/n)\n") == "y":

print()

tic\_tac\_toe()

tic\_tac\_toe()

OUTPUT:

1 2 3

4 5 6

7 8 9

Player 1 choose where to place a cross

3

1 2 X

4 5 6

7 8 9

Player 2 choose where to place a nought

4

1 2 X

O 5 6

7 8 9

Player 1 choose where to place a cross

5

1 2 X

O X 6

7 8 9

Player 2 choose where to place a nought

6

1 2 X

O X O

7 8 9

Player 1 choose where to place a cross

7

1 2 X

O X O

X 8 9

Player 1 Wins!

Congratulations!