

Advanced Programming in Python (AI 853)

Assignment 04



Due Date: 29/11/2022

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**Discipline: Robotics and Intelligent Machines
Engineering (RIME)**

Submitted to: Dr. Muhammad Jawad Khan

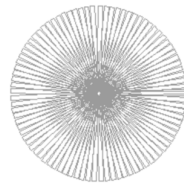
**SCHOOL OF MECHANICAL AND MANUFACTURING
ENGINEERING (SMME)**

DRAWING A CIRCLE USING TURTLE LIBRARY

CODE:

```
1  # -*- coding: utf-8 -*-
2  """
3  Created on Tue Nov 29 11:43:31 2022
4
5  @author: billu
6  """
7
8  import turtle
9  x= turtle.Turtle ()
10 def circle(angle):
11     x.forward(100 )
12     x.right(angle )
13     x.forward(5 )
14     x.right(angle )
15     x.forward(100 )
16     #x.right(angle )
17     #x.forward(100 )"""
18     x.right(angle+1)
19 for i in range(90):
20     circle(90)|
```

RESULTS:



MATH LIBRARY FUNCTIONS:

math.acos()	Returns the arc cosine of a number
math.acosh()	Returns the inverse hyperbolic cosine of a number
math.asin()	Returns the arc sine of a number
math.asinh()	Returns the inverse hyperbolic sine of a number
math.atan()	Returns the arc tangent of a number in radians
math.atan2()	Returns the arc tangent of y/x in radians
math.atanh()	Returns the inverse hyperbolic tangent of a number
math.ceil()	Rounds a number up to the nearest integer

<code>math.comb()</code>	Returns the number of ways to choose k items from n items without repetition and order
<code>math.copysign()</code>	Returns a float consisting of the value of the first parameter and the sign of the second parameter
<code>math.cos()</code>	Returns the cosine of a number
<code>math.cosh()</code>	Returns the hyperbolic cosine of a number
<code>math.degrees()</code>	Converts an angle from radians to degrees
<code>math.dist()</code>	Returns the Euclidean distance between two points (p and q), where p and q are the coordinates of that point
<code>math.erf()</code>	Returns the error function of a number
<code>math.erfc()</code>	Returns the complementary error function of a number
<code>math.exp()</code>	Returns E raised to the power of x
<code>math.expm1()</code>	Returns $E^x - 1$
<code>math.fabs()</code>	Returns the absolute value of a number
<code>math.factorial()</code>	Returns the factorial of a number
<code>math.floor()</code>	Rounds a number down to the nearest integer
<code>math.fmod()</code>	Returns the remainder of x/y
<code>math.frexp()</code>	Returns the mantissa and the exponent, of a specified number
<code>math.fsum()</code>	Returns the sum of all items in any iterable (tuples, arrays, lists, etc.)
<code>math.gamma()</code>	Returns the gamma function at x
<code>math.gcd()</code>	Returns the greatest common divisor of two integers
<code>math.hypot()</code>	Returns the Euclidean norm
<code>math.isclose()</code>	Checks whether two values are close to each other, or not
<code>math.isfinite()</code>	Checks whether a number is finite or not
<code>math.isinf()</code>	Checks whether a number is infinite or not
<code>math.isnan()</code>	Checks whether a value is NaN (not a number) or not
<code>math.isqrt()</code>	Rounds a square root number downwards to the nearest integer
<code>math.ldexp()</code>	Returns the inverse of <code>math.frexp()</code> which is $x * (2^{**i})$ of the given numbers x and i
<code>math.lgamma()</code>	Returns the log gamma value of x
<code>math.log()</code>	Returns the natural logarithm of a number, or the logarithm of number to base
<code>math.log10()</code>	Returns the base-10 logarithm of x
<code>math.log1p()</code>	Returns the natural logarithm of 1+x
<code>math.log2()</code>	Returns the base-2 logarithm of x
<code>math.perm()</code>	Returns the number of ways to choose k items from n items with order and without repetition
<code>math.pow()</code>	Returns the value of x to the power of y
<code>math.prod()</code>	Returns the product of all the elements in an iterable
<code>math.radians()</code>	Converts a degree value into radians
<code>math.remainder()</code>	Returns the closest value that can make numerator completely divisible by the denominator
<code>math.sin()</code>	Returns the sine of a number
<code>math.sinh()</code>	Returns the hyperbolic sine of a number
<code>math.sqrt()</code>	Returns the square root of a number
<code>math.tan()</code>	Returns the tangent of a number
<code>math.tanh()</code>	Returns the hyperbolic tangent of a number
<code>math.trunc()</code>	Returns the truncated integer parts of a number

NUMPY LIBRARY FUNCTIONS:

<code>numpy.shape()</code>	The elements of the shape tuple give the lengths of the corresponding array dimensions.
<code>numpy.type()</code>	describes how the bytes in the fixed-size block of memory corresponding to an array item should be interpreted.
<code>numpy.arange()</code>	Makes an array from 0 to the number added as an argument.
<code>arr = np.array([1, 2, 3, 4, 5, 6, 7])</code> <code>print(arr[-3:-1])</code>	Slices the array backwards starting from the first element entered to back.
<code>Arr=np.arange(4).reshape((2, 2))</code> <code>print arr</code> <code>print arr.T • print</code> <code>np.dot(arr.T, arr) •</code> <code>print np.dot(arr, arr.T)</code>	Multiplies the 2 matrices.