

## AI\calendar - [2,12].py

```
1 # Q) Write a python program to generate Calendar for the given month and year? [2, 12]
2 import calendar
3
4 year = int(input("Enter the year: "))
5 month = int(input("Enter the month: "))
6
7 cal = calendar.TextCalendar(calendar.SUNDAY)
8
9 month_cal = cal.formatmonth(year,month)
10
11 print(month_cal)
12
13
14 # Q) Write a python program to remove punctuations from the given string? [3, 21]
15 import string
16
17 str = input("Enter string: ")
18
19 no_punc = ""
20
21 for char in str:
22     if char not in string.punctuation:
23         no_punc += char
24
25 print(no_punc)
26
27
28 # Q) Write a python program to sort the sentence in alphabetical order? [14, 24]
29 sentence = input("Enter the sentence : ")
30 words = sentence.split()
31 words.sort()
32 print("Sentence After Sorting The Words : ")
33 print(" ".join(words))
34
35
36 # Q) Write a python program to remove stop words for a given passage from a text file using
NLTK?. [6]
37 import nltk
38 from nltk.corpus import stopwords
39
40 file = open("sample.txt","r")
41 text = file.read()
42 file.close()
43
44 tokens = nltk.word_tokenize(text)
45
46 stop_words = set(stopwords.words('english'))
47 filtered_tokens = []
48
49 for w in tokens:
50     if w.lower() not in stop_words:
51         filtered_tokens.append(w)
52
53 filtered_text = " ".join(filtered_tokens)
54
55 print(filtered_text)
56
```

## AI\Lemmatization [5].py

```
1 # Q) Write a python program to implement Lemmatization using NLTK [5]
2
3 import nltk
4 from nltk.stem import WordNetLemmatizer
5
6 # Ensure necessary resources are available
7 nltk.download('punkt_tab')
8 nltk.download('punkt')
9 nltk.download('wordnet')
10
11 text = "studies studying studied"
12
13 # Tokenize the text
14 tokenized_text = nltk.word_tokenize(text)
15 print("Tokenized text:", tokenized_text)
16
17 # Initialize the lemmatizer
18 lemmatizer = WordNetLemmatizer()
19
20 # Lemmatize tokens
21 print("Lemmatized tokens:")
22 for token in tokenized_text:
23     print(lemmatizer.lemmatize(token))
24
25
26
27 # Q) Write a Program to Implement Tower of Hanoi using Python [16,23]
28
29 def tower_of_hanoi(n, source, target, auxiliary):
30     if n == 1:
31         print(f"Move disk 1 from {source} to {target}")
32         return
33     tower_of_hanoi(n - 1, source, auxiliary, target)
34     print(f"Move disk {n} from {source} to {target}")
35     tower_of_hanoi(n - 1, auxiliary, target, source)
36
37 if __name__ == "__main__":
38     # Define the number of disks and the tower names
39     num_disks = int(input("Enter the number of disks: "))
40     source_tower = "Source"
41     target_tower = "Target"
42     auxiliary_tower = "Auxiliary"
43
44     # Run Tower of Hanoi algorithm
45     tower_of_hanoi(num_disks, source_tower, target_tower, auxiliary_tower)
46
```

## AI\ChatBot - [7, 10, 20, 22, 25].py

```
1 # Q) Build a bot which provides all the information related to you in college [7,10,20,22,
  25]
2
3 import random
4
5 def chatbot():
6     print("Welcome to the College Information Chatbot! Type 'exit' to end.")
7
8     responses = {
9         "hi": "Hello! How can I assist you?",
10        "application deadline": "The application deadline is August 31.",
11        "admission requirements": "Admission requirements include SSC, HSG 2 TY Marksheet."
12    },
13    "application status": "Application results will be available in September.",
14    "scholarships": "Various scholarships, grants, and work-study options are
15    available.",
16    "bye": "Goodbye!"
17
18    }
19
20    default_responses = [
21        "I'm not sure about that. Can you ask something else?",
22        "I don't have information on that topic. Is there anything else I can help with?",
23        "That's beyond my knowledge. Can I assist you with something else?"
24    ]
25
26    while True:
27        user_input = input("You: ").lower().strip()
28
29        if user_input == 'exit':
30            print("Goodbye!")
31            break
32        elif user_input in responses:
33            print(f"Bot: {responses[user_input]}")
34        else:
35            print(f"Bot: {random.choice(default_responses)}")
36
37    if __name__ == "__main__":
38        chatbot()
39
```

## AI\BFS - [4,5,6].py

```
1 # Q) Write a Python program to implement Breadth First Search algorithm. Refer the
  following graph as an Input for the program. [4,5,6]
2
3 def bfs(graph, start, target):
4     visited = set()
5     queue = [start]
6     visited.add(start)
7
8     while queue:
9         node = queue.pop(0)
10        print(node, end=" ")
11
12        if node == target:
13            print(f"\nTarget node '{target}' found.")
14            return
15
16        for neighbor in graph[node]:
17            if neighbor not in visited:
18                visited.add(neighbor)
19                queue.append(neighbor)
20
21        print(f"\nTarget node '{target}' not found.")
22
23 graph = {
24     '1': ['2', '3'],
25     '2': ['4', '5'],
26     '3': ['6', '7'],
27     '4': ['8'],
28     '5': ['8'],
29     '6': ['8'],
30     '7': ['8'],
31     '8': []
32 }
33
34 start = '1'
35 target = '8'
36
37 print("Breadth-First Search Traversal:")
38 bfs(graph, start, target)
39
```

## AI\DFS [2,3].py

```
1 # Q) Write a Python program to implement Depth First Search algorithm. Refer the following
  graph as an Input for the program. [2,3]
2
3 def dfs(graph, start, visited,target):
4     if start not in visited:
5         print(start, end=" ")
6         visited.add(start)
7         if start == target:
8             print(f"Target found {target}")
9             return True
10
11     for neighbor in graph[start]:
12         if dfs(graph, neighbor, visited,target):
13             return True
14
15     return False
16
17
18 # Example usage
19 graph = {
20     '1': ['2', '3'],
21     '2': ['4'],
22     '3': ['2'],
23     '4': ['5','6'],
24     '5': ['3','7'],
25     '6': [],
26     '7': ['6'],
27 }
28 visited = set()
29 start = '1'
30 target = '7'
31
32 print("Depth-First Search Traversal:")
33 dfs(graph, start,visited, target)
34
```

## AI\Alpha-Beta [22].py

```
1 # Q) Write a Program to Implement Alpha-Beta Pruning using Python [22]
2 import math
3
4 def alphaBeta(depth, nodeIndex,alpha, beta, maxPlayer, values, target):
5     if depth == target:
6         return values[nodeIndex]
7
8     if maxPlayer:
9         best = -math.inf
10        for i in range(2):
11            val = alphaBeta(depth + 1, nodeIndex * 2 + i,alpha, beta, False, values,
target)
12            best = max(best, val)
13            alpha = max(alpha, best)
14            if beta <= alpha:
15                break
16            return best
17        else:
18            best = math.inf
19            for i in range(2):
20                val = alphaBeta(depth + 1, nodeIndex * 2 + i,alpha, beta, True, values, target)
21                best = min(best, val)
22                beta = min(beta, best)
23                if beta <= alpha:
24                    break
25            return best
26
27 # Test the algorithm
28 values = [-1, 4, 2, 6, -3, -5, 0, 7]
29 print(f"The optimal value is: {alphaBeta(0, 0, -math.inf, math.inf, True, values, 3)}")
30
31
32
33 # Q) Write a Python program to implement Mini-Max Algorithm. [13 20]
34
35 import math
36
37 def minmax(depth, nodeIndex, maxPlayer, values, target):
38     if depth == target:
39         return values[nodeIndex]
40
41     if maxPlayer:
42         best = -math.inf
43         for i in range(2):
44             val = minmax(depth + 1, nodeIndex * 2 + i, False, values, target)
45             best = max(best, val)
46         return best
47     else:
48         best = math.inf
49         for i in range(2):
50             val = minmax(depth + 1, nodeIndex * 2 + i, True, values, target)
51             best = min(best, val)
52         return best
53
54 # Test the algorithm
55 values = [-1, 4, 2, 6, -3, -5, 0, 7]
56 print(f"The optimal value is: {minmax(0, 0, True, values, 3)}")
```

## AI\Two + Two [10,21,23,24].py

```
1 from itertools import permutations
2
3
4 def solve_cryptarithmic(equation):
5     unique_letters = set("".join(equation))
6
7     if len(unique_letters) > 10:
8         return "Invalid equation. More than 10 unique letters."
9
10    # Convert the list of unique letters to a sorted list for consistent ordering
11    unique_letters = sorted(unique_letters)
12
13    for perm in permutations(range(10), len(unique_letters)):
14        mapping = dict(zip(unique_letters, perm))
15
16        # Skip leading zero cases
17        if any(mapping[equation[i][0]] == 0 for i in range(len(equation))):
18            continue
19
20        # Calculate the values of each word based on the current mapping
21        left_sum = sum(mapping[letter] * 10**i for i, letter in enumerate(equation[0][::-1])
22    )
23        right_sum = sum(mapping[letter] * 10**i for i, letter in enumerate(equation[1]
24    [::-1]))
25        result_sum = sum(mapping[letter] * 10**i for i, letter in enumerate(equation[2]
26    [::-1]))
27
28        # Check if the equation holds
29        if left_sum + right_sum == result_sum:
30            return {letter: mapping[letter] for letter in unique_letters}
31
32    return "No solution found"
33
34
35 if __name__ == "__main__":
36     equation = ["TWO", "TWO", "FOUR"]
37     solution = solve_cryptarithmic(equation)
38
39     if isinstance(solution, dict):
40         print("Solution found:")
41         for letter, value in solution.items():
42             print(f"{letter}: {value}")
43     else:
44         print(solution)
```

## AI\N - Queens [12,13, 14, 25].py

```
1 # Q) Write a Python program to simulate n-Queens problem. [12, 13, 14, 25]
2
3 N = 4
4
5 def print_board(board):
6     for i in range(N):
7         for j in range(N):
8             print(board[i][j], end=" ")
9         print()
10
11 def is_safe(board, row, col):
12     # Check the current row on the left side
13     for i in range(col):
14         if board[row][i] == 1:
15             return False
16
17     # Check upper diagonal on the left side
18     for i, j in zip(range(row, -1, -1), range(col, -1, -1)):
19         if board[i][j] == 1:
20             return False
21
22     # Check lower diagonal on the left side
23     for i, j in zip(range(row, N), range(col, -1, -1)):
24         if board[i][j] == 1:
25             return False
26
27     return True
28
29 def solveNqueen(board, col):
30     if col >= N:
31         return True
32
33     for i in range(N):
34         if is_safe(board, i, col):
35             board[i][col] = 1 # Place queen
36             if solveNqueen(board, col + 1): # Recur to place rest
37                 return True
38             board[i][col] = 0 # Backtrack if placing queen doesn't work
39
40     return False
41
42 board = [[0] * N for _ in range(N)]
43
44 if not solveNqueen(board, 0):
45     print("Solution does not exist")
46 else:
47     print_board(board)
48
```



## AI\tic-tac-toe [7,8,16].py

```
1 # Q) Write a Python program to solve tic-tac-toe problem. [7,8,16]
2
3 def print_board(board):
4     for i in range(3):
5         print(" | ".join(board[i*3:(i+1)*3]))
6         if i < 2:
7             print("-----")
8
9 def check_winner(board, player):
10     for i in range(3):
11         if all(board[i*3+j] == player for j in range(3)) or \
12            all(board[i+j*3] == player for j in range(3)):
13             return True
14     if all(board[i] == player for i in [0, 4, 8]) or \
15        all(board[i] == player for i in [2, 4, 6]):
16         return True
17     return False
18
19 def is_full(board):
20     return all(cell != " " for row in board for cell in row)
21
22 def play_game():
23     board = [" " for _ in range(9)]
24     current_player = "X"
25
26     while True:
27         print_board(board)
28
29         move = int(input(f"Player {current_player}'s turn. Enter move (1-9): ")) - 1
30
31         if move < 0 or move > 8:
32             print("Invalid input. Enter a number between 1 and 9.")
33             continue
34
35         if board[move] != " ":
36             print("That cell is already occupied. Try again.")
37             continue
38
39         board[move] = current_player
40
41         if check_winner(board, current_player):
42             print_board(board)
43             print(f"Player {current_player} wins!")
44             break
45
46         if is_full(board):
47             print_board(board)
48             print("It's a tie!")
49             break
50
51         current_player = "O" if current_player == "X" else "X"
52
53 if __name__ == "__main__":
54     play_game()
```