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**Sub : Python Programming**

**Sem : 7th**

**Branch : Computer Engineering**

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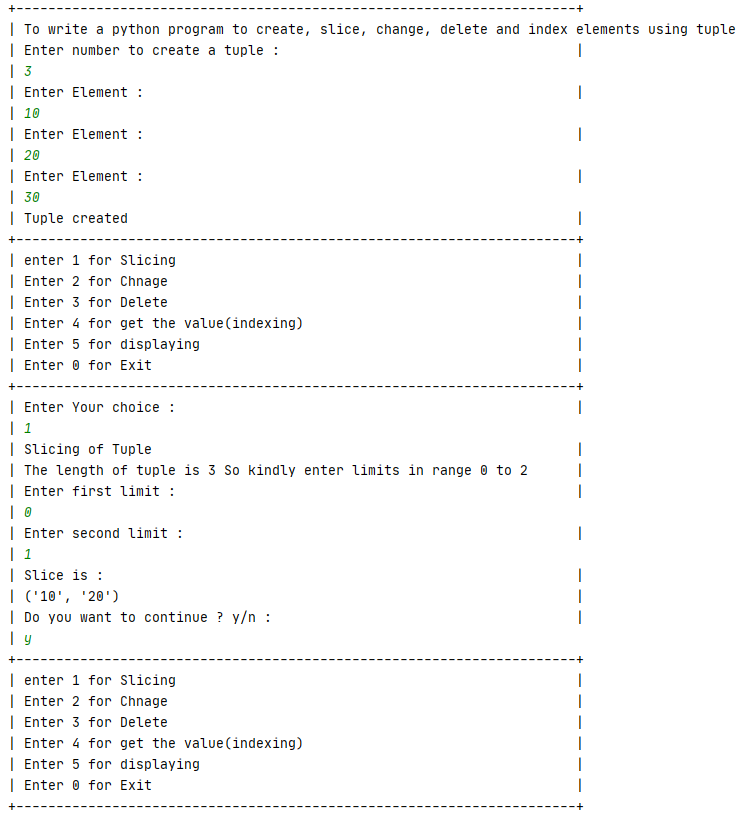
**Practical 8**

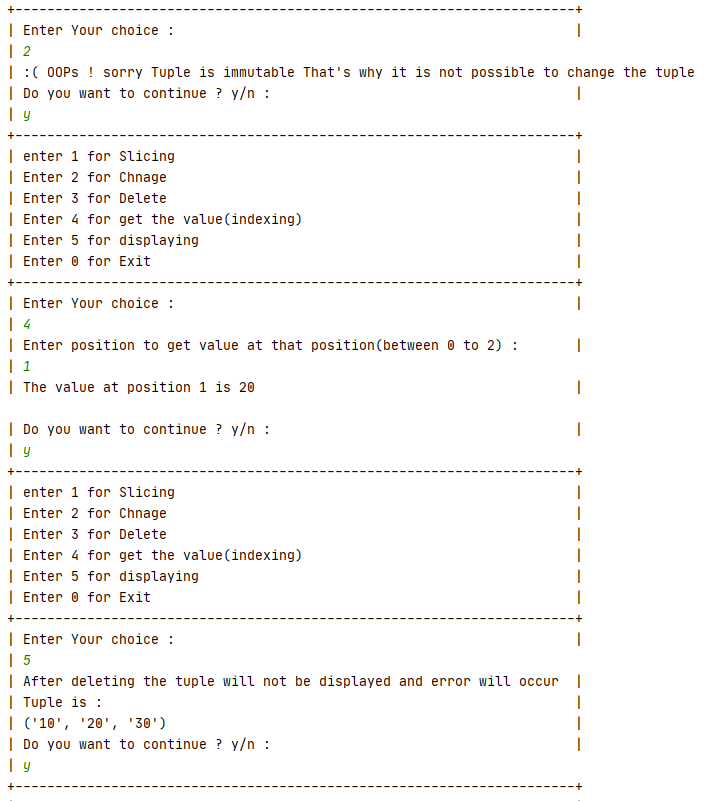
**To write a python program to create, slice, change, delete and index elements using tuple.**

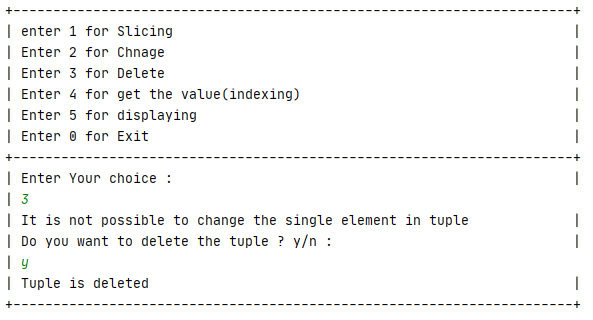
**Solution:**

from format import \*  
  
obj = Line\_maker()  
obj.start\_Line()  
obj.string\_Line(**"To write a python program to create, slice, change, delete and index elements using tuple "**)  
  
list1 = []  
tup1 = None  
  
obj.string\_Line(string=**"Enter number to create a tuple : "**)  
print(**"| "**, end=**""**)  
n = int(input())  
for i in range(n):  
 obj.string\_Line(string=**"Enter Element : "**)  
 print(**"| "**, end=**""**)  
 list1.append(input())  
tup1 = tuple(list1)  
obj.string\_Line(string=**"Tuple created "**)  
  
def Slice():  
 obj.string\_Line(string=**"Slicing of Tuple"**)  
 length = len(tup1)  
 obj.string\_Line(string=**"The length of tuple is "**+str(length)+**" So kindly enter limits in range 0 to "**+str(length - 1))  
  
 obj.string\_Line(string=**"Enter first limit : "**)  
 print(**"| "**, end=**""**)  
 n1 = int(input())  
 obj.string\_Line(string=**"Enter second limit : "**)  
 print(**"| "**, end=**""**)  
 n2 = int(input())  
  
 if n1 >= 0 and n2 <= length:  
 obj.string\_Line(string=**"Slice is : "**)  
 obj.string\_Line(string=str(tup1[n1:n2 + 1]))  
  
  
def Change():  
 obj.string\_Line(string=**":( OOPs ! sorry Tuple is immutable That's why it is not possible to change the tuple"**)  
  
  
def Delete():  
 global tup1  
 obj.string\_Line(string=**"It is not possible to change the single element in tuple"**)  
 obj.string\_Line(string=**"Do you want to delete the tuple ? y/n : "**)  
 print(**"| "**, end=**""**)  
 c = input()  
 if c == **'y'**:  
 del tup1  
 obj.string\_Line(string=**"Tuple is deleted"**)  
  
  
def Indexing():  
 length = len(tup1)  
 obj.string\_Line(string=**"Enter position to get value at that position(between 0 to "**+str(length - 1)+**") : "**)  
 print(**"| "**, end=**""**)  
 i = int(input())  
 obj.string\_Line(string=**"The value at position "**+str(i)+**" is "**+str(tup1[i]))  
 print(**f""**)  
  
  
def display():  
 obj.string\_Line(string=**"Tuple is : "**)  
 obj.string\_Line(string=str(tup1))  
  
  
flag = **'y'**while flag == **'y'**:  
 obj.start\_Line()  
 obj.string\_Line(string=**"enter 1 for Slicing"**)  
 obj.string\_Line(string=**"Enter 2 for Chnage"**)  
 obj.string\_Line(string=**"Enter 3 for Delete"**)  
 obj.string\_Line(string=**"Enter 4 for get the value(indexing)"**)  
 obj.string\_Line(string=**"Enter 5 for displaying"**)  
 obj.string\_Line(string=**"Enter 0 for Exit"**)  
 obj.start\_Line()  
 try:  
 obj.string\_Line(string=**"Enter Your choice : "**)  
 print(**"| "**, end=**""**)  
 choice = int(input())  
 except ValueError:  
 obj.string\_Line(string=**"Please enter integer values"**)  
  
 if choice == 1:  
 Slice()  
  
 elif choice == 2:  
 Change()  
  
 elif choice == 3:  
  
 Delete()  
 flag = **'n'** elif choice == 4:  
 Indexing()  
  
 elif choice == 5:  
 obj.string\_Line(string=**"After deleting the tuple will not be displayed and error will occur"**)  
 display()  
 elif choice == 0:  
 flag = **""** obj.string\_Line(string=**"Thank you, By , Have a Nice day :)"**)  
  
  
 else:  
 obj.string\_Line(string=**"Enter right choice please"**)  
 print()  
 if choice !=0 and flag != **'n'**:  
 obj.string\_Line(string=**"Do you want to continue ? y/n : "**)  
 print(**"| "**, end=**""**)  
 flag = input()  
  
obj.start\_Line()

**output:**

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