

# Assignment

#Learn With Moolya [Al Basics Training]

#### Few Guidelines.....

- 1.Please make sure to complete Python and Data Science assignments by Friday 7<sup>th</sup> July 2017 and send us on <a href="mailto:learn@moolya.com">learn@moolya.com</a>
- 2.Please mention the subject line as "<Your Name><Python or Data Science>"
- 3.Trainers are available for any queries for you on 2 channels Ask them directly on learn-with-moolya.flock.co or send email with queries on <a href="mailto:learn@moolya.com">learn@moolya.com</a>
- 4.We are not looking for only codes, but for the way you are thinking how problem can be solved, which can be different for everyone.
- 5.Based on your answers and attendance in class, Moolya will award certificates to candidates by 15<sup>th</sup> July 2017.



## Python Programming

1. Write a Python program to implement the Heron's algorithm to find square root of a given whole number.

Reference: <a href="http://www.quickermaths.com/herons-method-of-finding-roots/">http://www.quickermaths.com/herons-method-of-finding-roots/</a>

2. Design and Implement a shopping bill algorithm.

Should support a pre-determined set of items, with pre-set prices for each. Allow the user to select the items in a sequence, and print out the total bill. Allow adding same item multiple times. Allow the shop-keeper to add/modify items to the existing list.



## Python Programming

3. Design and implement "Guess the secret number" game

Reference: https://www.theproblemsite.com/games/secret-number-game-design (This is different from the one we designed in the class)

4. Design and implement the "master-mind" game

Reference: http://www.web-games-online.com/mastermind/rules.php



#### Python Programming

5. Solve problems 1-10 from projecteuler.net

Reference: https://www.theproblemsite.com/games/secret-number-game-design (This is different from the one we designed in the class)

NOTE: For the game problems, make suitable assumptions. All games will use a command-line interface.



#### Data Science, Al and Machine Learning

## Download Testing and Training Data from Kaggle about House Prices: Advanced Regression Techniques

- 1. Take Training data into R and create 5 most important insights for Housing prices
- 2.Using Excel create different charts and insights which are showing impact on housing prices for different parameters.
- 3. Use Decision tree algorithm to predict housing prices and send us code with plots of decision tree.

Reference - https://www.kaggle.com/c/house-prices-advanced-regression-techniques/data



#### Data Science, Al and Machine Learning

#### Load Iris dataset copy in R using command Iris\_copy<-datasets::iris

4.Build different charts which shows impact of sepal length, sepal width, petal length and petal width on determining which species of iris.

5.Build an algorithm in R which will predict type of dataset based on input values of sepal length, petal length, sepal width, petal width.

