

**INSTITUTE OF TECHNOLOGY,**

**NIRMA UNIVERSITY**

**2CSDE86  Application Development Framework**

**PRACTICAL 1**

**Name :** Jaimik S. Chauhan

**Roll No. :** 20BCE503

**Semester :** 7th

**Teacher’s Signature :**

**Aim :**

1. **Python installation, Anaconda, Pycharm, VSCode installation and configuration in student's personal laptop/lab system.**
2. **Practice problems for recalling concepts of Python you studied in your previous semester eg. (Variables, File read and write, Plots etc)**
3. **Write ‘Minion Game’**
4. Python Installation

3) Minion Game

def minionGameLow(str):

    result = {'Stuart': 0, 'Kevin': 0}

    vowels = ['A', 'E', 'I', 'O', 'U']

    for i in range(len(str)):

        if str[i] in vowels:

            result['Kevin'] = result['Kevin'] + len(str[i:])

        else:

            result['Stuart'] = result['Stuart'] + len(str[i:])

    if result['Kevin'] == result['Stuart']:

        print('Game Draw')

    elif result['Kevin'] > result['Stuart']:

        print('Kevin ', result['Kevin'])

    else:

        print('Stuart ', result['Stuart'])

str = input("Enter String : ").upper()

minionGameLow(str)

Output :

