1.Write a program to find out a factorial of given number.

```
def factorial_iterative(n):
  """ Function to calculate factorial of a number iteratively """
  factorial = 1
  for i in range(1, n + 1):
    factorial *= i
  return factorial
def factorial recursive(n):
  """ Function to calculate factorial of a number recursively """
  if n == 0:
    return 1
  else:
    return n * factorial recursive(n - 1)
num = int(input("Enter a number to find its factorial: "))
factorial_iter = factorial_iterative(num)
print(f"Factorial of {num} (using iterative method) is: {factorial_iter}")
factorial_rec = factorial_recursive(num)
print(f"Factorial of {num} (using recursive method) is: {factorial_rec}")
```

2.Write a program to find out odd and even number up to given number.

```
def find_odd_even_numbers(n):
    odd_numbers = []
    even_numbers = []
for num in range(1, n + 1):
    if num % 2 == 0:
        even_numbers.append(num)
    else:
        odd_numbers.append(num)
    return odd_numbers, even_numbers
def main():
    n = int(input("Enter a number: "))
```

```
odd_nums, even_nums = find_odd_even_numbers(n)
print(f"Odd numbers up to {n}: {odd_nums}")
print(f"Even numbers up to {n}: {even_nums}")
if __name__ == "__main__":
main()
```

3.Write a program to find out the given number is prime or not.

```
def is_prime(number):
  if number <= 1:
    return False
  elif number == 2:
    return True
  elif number % 2 == 0:
    return False
  else:
    import math
    sqrt_num = int(math.sqrt(number)) + 1
    for divisor in range(3, sqrt_num, 2):
      if number % divisor == 0:
        return False
    return True
def main():
   num = int(input("Enter a number: "))
if is_prime(num):
    print(f"{num} is a prime number.")
  else:
    print(f"{num} is not a prime number.")
if __name__ == "__main__":
  main()
```

4.5write a program to find out the given number is parindrome or not.

```
def is_palindrome(number):
    number_str = str(number)
    if number_str == number_str[::-1]:
        return True
    else:
        return False
num = int(input("Enter a number: "))
if is_palindrome(num):
    print(f"{num} is a palindrome")
else:
    print(f"{num} is not a palindrome")
```

5. Write a program to find out the given number is Armstrong or not.

```
def is_armstrong(number):
    num_str = str(number)
    num_digits = len(num_str)
    sum_of_powers = sum(int(digit) ** num_digits for digit in num_str)
    if sum_of_powers == number:
        return True
    else:
        return False
num = int(input("Enter a number: "))
if is_armstrong(num):
    print(f"{num} is an Armstrong number.")
else:
    print(f"{num} is not an Armstrong number.")
```

6.Write a program to demonstrate class, object, Inheritance.

class Animal:

```
def __init__(self, name):
    self.name = name
   def speak(self):
    raise NotImplementedError("Subclass must implement abstract method")
class Dog(Animal):
  def speak(self):
    return f"{self.name} says Woof!"
class Cat(Animal):
  def speak(self):
    return f"{self.name} says Meow!"
class Duck:
  def __init__(self, name):
    self.name = name
   def speak(self):
    return f"{self.name} says Quack!"
def main():
  dog = Dog("dog")
  cat = Cat(" cat")
  duck = Duck("duck")
  print(dog.speak())
  print(cat.speak())
  print(duck.speak())
if __name__ == "__main__":
  main()
```

7.Write a python program for Liner search.

def linear_search(arr, target):

```
111111
  Perform linear search to find the index of the target in the array.
Parameters:
  arr (list): A list of elements to search through.
  target: The element to search for within the list.
 Returns:
  int: Index of the target element if found, otherwise -1.
  111111
  for i in range(len(arr)):
    if arr[i] == target:
      return i
  return -1
if __name__ == "__main__":
  my_list = [4, 2, 7, 1, 9, 5]
  target_value = 5
  result_index = linear_search(my_list, target_value)
   if result_index != -1:
    print(f"Target {target_value} found at index {result_index}.")
  else:
    print(f"Target {target_value} not found in the list.")
8. Program to Create a file, Write in to file, read a file, append the file.
def create file(filename):
  try:
    with open(filename, 'x') as f:
       print(f"File '{filename}' created successfully.")
  except FileExistsError:
    print(f"File '{filename}' already exists.")
def write_to_file(filename, content):
  with open(filename, 'w') as f:
```

```
f.write(content)
    print(f"Content written to '{filename}' successfully.")
def read_file(filename):
 try:
    with open(filename, 'r') as f:
      content = f.read()
      print(f"Content of '{filename}':")
      print(content)
  except FileNotFoundError:
    print(f"File '{filename}' not found.")
def append_to_file(filename, additional_content):
  with open(filename, 'a') as f:
    f.write(additional_content)
    print(f"Additional content appended to '{filename}' successfully.")
def main():
  filename = "example_file.txt"
  content = "Hello, this is some content.\n"
  additional_content = "This is additional content to append.\n"
   create_file(filename)
   write_to_file(filename, content)
   read_file(filename)
   append_to_file(filename, additional_content)
  read_file(filename)
if __name__ == "__main__":
  main()
9.Demonstrate List and Dictionary with its in-rpoftant function (minimum 3).
def demonstrate_lists():
```

```
my_list = [3, 1, 4, 1, 5, 9, 2, 6, 5]
  print("Original List:", my_list)
  print("First element:", my_list[0])
  print("Last element:", my_list[-1])
  my_list.append(8)
  print("After append:", my_list)
  my_list.remove(1)
  print("After remove(1):", my_list)
  my_list.sort()
  print("Sorted List:", my_list)
demonstrate_lists()
10.Develop program to demonstrate GUI programming using Tkinter.
import tkinter as tk
from tkinter import messagebox
def update_label():
  label.config(text="Button clicked!")
root = tk.Tk()
root.title("Tkinter Demo")
label = tk.Label(root, text="Hello, Tkinter!", padx=20, pady=20)
label.pack()
button = tk.Button(root, text="Click me!", command=update_label)
button.pack()
root.mainloop()
11.write a program to calculate the addition of odd nutnber up to given
<u>range.</u>
```

def sum_of_odd_numbers(up_to):

```
total_sum = 0
  for num in range(1, up_to + 1, 2):
    total_sum += num
  return total_sum
up_to = int(input("Enter the upper limit: "))
result = sum_of_odd_numbers(up_to)
print(f"The sum of odd numbers up to {up_to} is: {result}")
12.Write a program to calculate the addition of even number up to given
<u>range.</u>
def sum_of_even_numbers(up_to):
 total_sum = 0
 for num in range(2, up_to + 1, 2):
    total_sum += num
  return total_sum
up_to = int(input("Enter the upper limit: "))
result = sum_of_even_numbers(up_to)
print(f"The sum of even numbers up to {up_to} is: {result}")
13.Develop program for data structure algorithm using python for sorting.
def bubble_sort(arr):
  n = len(arr)
 for i in range(n):
    for j in range(0, n-i-1):
      if arr[j] > arr[j+1]:
        arr[j], arr[j+1] = arr[j+1], arr[j]
def selection sort(arr):
  n = len(arr)
 for i in range(n)
```

 $min_idx = i$

```
for j in range(i+1, n):
       if arr[j] < arr[min_idx]:</pre>
          min_idx = j
     arr[i], arr[min_idx] = arr[min_idx], arr[i]
def quick_sort(arr):
  if len(arr) <= 1:
     return arr
  pivot = arr[len(arr) // 2]
  left = [x for x in arr if x < pivot]</pre>
  middle = [x for x in arr if x == pivot]
  right = [x for x in arr if x > pivot]
  return quick_sort(left) + middle + quick_sort(right)
arr1 = [64, 34, 25, 12, 22, 11, 90]
arr2 = arr1.copy()
arr3 = arr1.copy()
bubble_sort(arr1)
print("Bubble Sort:", arr1)
selection_sort(arr2)
print("Selection Sort:", arr2)
arr3 = quick_sort(arr3)
print("Quick Sort:", arr3)
```