Experiment No. 13: Building an Executable File

AIM: Create an executable file for any program developed in earlier Practical

THEORY:

The idea is to write a Python program, then use tools like PyInstaller to convert it into an executable file that can run on a system without needing a Python interpreter installed. This is useful for sharing or distributing your Python applications to users who don't have Python installed on their computers.

ALGORITHM:

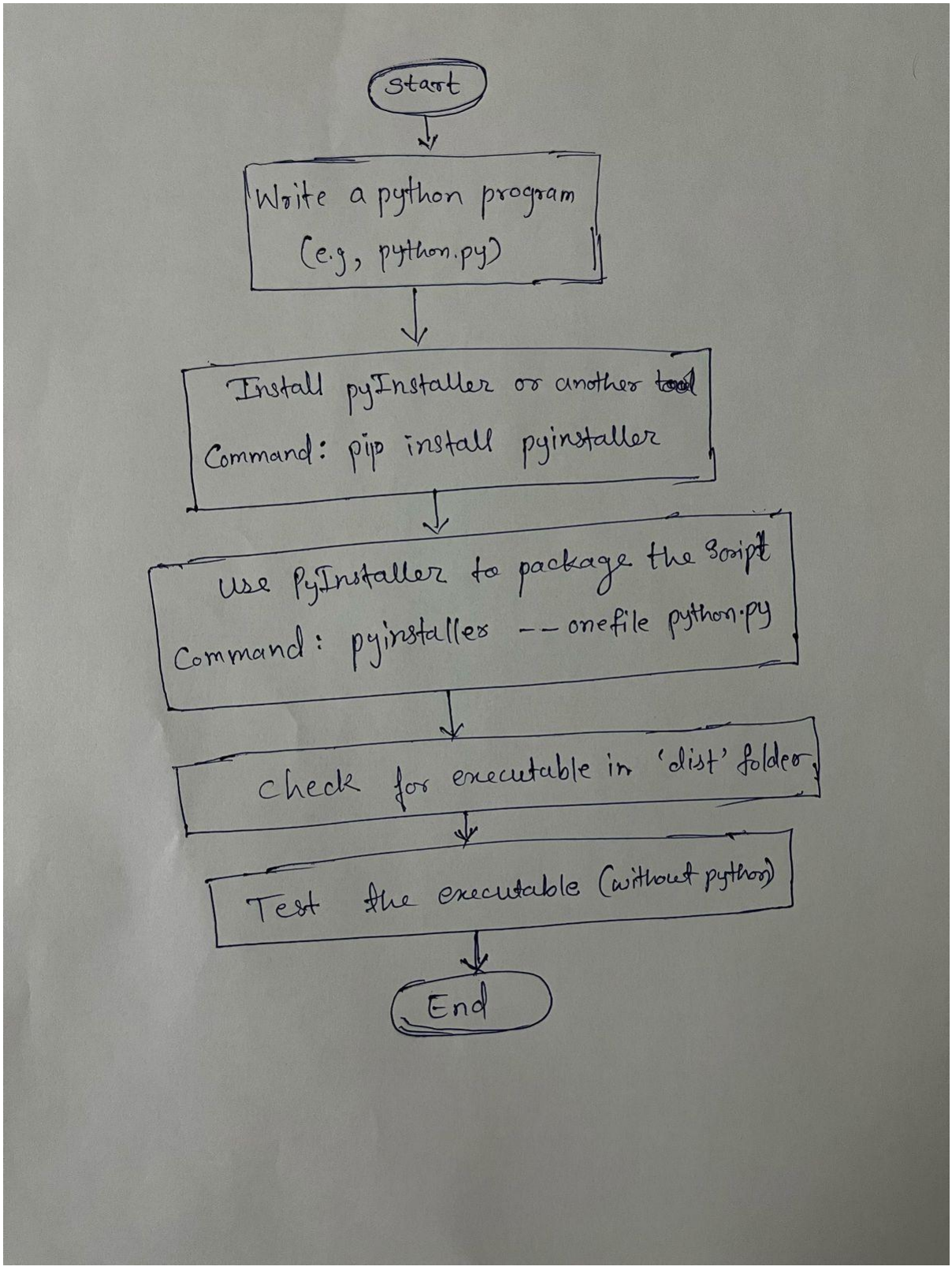
1. Write the Python program (e.g., python.py)
2. Install PyInstaller:
   - Run command: **pip install pyinstaller**
3. Package the Python script into an executable:
   - Run command: **pyinstaller --onefile python.py**
4. Find the executable in the "dist" folder.
5. Test the executable file.

PROGRAM:

```
# Python program to check if the number is an Armstrong number or not

abcd... = a^n + b^n + c^n + d^n + ...

Example - 153 = 1*1*1 + 5*5*5 + 3*3*3   (153 is an Armstrong number.)


# take input from the user

num = int(input("Enter a number: "))


# initialize sum

sum = 0
```

```
# find the sum of the cube of each digit
temp = num
while temp > 0:
   digit = temp % 10
   sum += digit ** 3
   temp //= 10

# display the result
if num == sum:
   print(num,"is an Armstrong number")
else:
   print(num,"is not an Armstrong number")
```

FLOWCHART:


Start
Write a python program (e.g, python.py)
Install pyInstaller or another tool
Command: pip install pyinstaller
Use PyInstaller to package the script
Command: pyinstaller --onefile python.py
Check for executable in 'dist' folder
Test the executable (without python)
End