```
def square(x):
  return x**2
a=[4,9,13,21,77,32,15,6]
map(square,a)
<map object at 0x000001DE768B5DB0>
list(map(square,a))
[16, 81, 169, 441, 5929, 1024, 225, 36]
def even(x):
  return x\%2==0
a = [4,9,13,21,77,32,15,6]
list(map(even,a))
[True, False, False, False, True, False, True]
square=lambda x:x**2
square(3)
9
square(100)
10000
even=lambda x:x%2==0
o/p
even(10)
True
even(11)
False
```

```
map(lambda x:x**2,a)
<map object at 0x000001EA88E25DB0>
list(map(lambda x:x**2,a))
[16, 81, 169, 441, 5929, 1024, 225, 36]
Module
def addition(a,b):
  return a+b
def substraction(a,b):
  return a-b
def multiplication(a,b):
  return a*b
def division(a,b):
  return a/b
def power(a,b):
  return a**b
from module import addition, substraction, multiplication
print(addition(10,20))
print(substraction(10,20))
print(multiplication(10,20))
from module import *
print(addition(10,20))
print(substraction(10,20))
print(multiplication(10,20))
```

```
30
-10
200
import math
math.sin(1.57)
0.9999996829318346
math.factorial(5)
120
math.pi
3.141592653589793
math.sin(math.pi/2)
1.0
math.e
2.718281828459045
math.exp(2)
7.38905609893065
math.log10(10)
1.0
math.log(10)
2.302585092994046
math.radians(180)
3.141592653589793
math.sqrt(121)
11.0
math.pow(3,4)
```

81.0

Package

Pip install colorama

Python

From colorama import init

Init()

From colorama import Fore

Print(Fore.RED+"red text")