**PROGRAM 1**

#playing TIC TAC TOE GAME

a=['1','2','3','4','5','6','7','8','9']

def print\_Board():

print(a[0],'|',a[1],'|',a[2])

print("------------")

print(a[3],'|',a[4],'|',a[5])

print("------------")

print(a[6],'|',a[7],'|',a[8])

player1turn=True

while True:

print\_Board()

#player1 plays

p=input("choose an available place : ")

if(p in a):

if(a[int(p)-1]=='X' or a[int(p)-1]=='O'):

print("Place taken,choose another place...")

continue

else:

if player1turn:

print("Player 1>>")

a[int(p)-1] = 'X'

player1turn = not player1turn

#player2 plays

else:

print("Player 2>>")

a[int(p)-1] = 'O'

player1turn = not player1turn

#checking for rows

for i in(0,3,6):

if(a[i]==a[i+1] and a[i+2]):

print("GAME OVER");

exit()

#checking for columns

for i in range(3):

if(a[i]==a[i+3] and a[i]==[i+6]):

print("GAME OVER...");

if(a[i]=='X'):

print("CONGRATULATIONS TO PLAYER1")

else:

print("CONGRATULATIONS TO PLAYER2")

print\_Board()

exit()

#checking for diagnol (from left to right)

if(a[0]==a[4] and a[0]==a[8]):

print("GAME OVER")

if(a[4]=='X'):

print("CONGRATULATIONS TO PLAYER1")

else:

print("CONGRATULATIONS TO PLAYER2")

print\_Board()

exit()

#checking for diagnol (from right to left)

if(a[2]==a[4] and a[2]==a[6]):

print("GAME OVER")

if(a[4]=='X'):

print("CONGRATULATIONS TO PLAYER1")

else:

print("CONGRATULATIONS TO PLAYER2")

print\_Board()

exit()

else:

continue

**OUTPUT:**

1 | 2 | 3

------------

4 | 5 | 6

------------

7 | 8 | 9

choose an available place : 1

Player 1>>

X | 2 | 3

------------

4 | 5 | 6

------------

7 | 8 | 9

choose an available place : 2

Player 2>>

X | O | 3

------------

4 | 5 | 6

------------

7 | 8 | 9

choose an available place : 3

Player 1>>

X | O | X

------------

4 | 5 | 6

------------

7 | 8 | 9

choose an available place : 4

Player 2>>

X | O | X

------------

O | 5 | 6

------------

7 | 8 | 9

choose an available place : 5

Player 1>>

X | O | X

------------

O | X | 6

------------

7 | 8 | 9

choose an available place : 6

Player 2>>

X | O | X

------------

O | X | O

------------

7 | 8 | 9

choose an available place : 7

Player 1>>

GAME OVER

CONGRATULATIONS TO PLAYER1

X | O | X

------------

O | X | O

------------

X | 8 | 9

**PROGRAM 2**

import smtplib

#creates SMTP sesion

s = smtplib.SMTP("smtp.gmail.com", 587)

#start TLS for security

s.starttls()

#Authentication

s.login("nekagowda@gmail.com","racchu229")

#message to be sent

message = "Hello,How are you"

#sending the mail

s.sendmail("nekagowda@gmail.com","suprithashetty2405@gmail.com","Hello,How are you")

print("Message has been sent")

#terminating the session

s.quit()

**OUTPUT:**

Message has been sent.

**PROGRAM 3**

import os

os.system(“fswebcam -F4 --fps 20 -r 800\*600/home/pi/pavan/1.jpg”)

print(“pic taken bro”)

PROGRAM 4

Import RPi.GPIO as GPIO

Import time

Import os

a=1

GPIO.setmode(GPIO.BCM)

pirPin=6

GPIO.setup(pirPin, GPIO.IN)

Counter=1

Time.sleep(4)

while counter<=4:

if GPIO.input(pirPin):

print(“MOTION DETECTED”)

os.system(“fswebcam -F 4 --fpsnn20 -r 1024\*720/home/pi/pavan/”+str(a)+”5.jpg”)

print(“pic taken)

time.sleep(1)

counter = counter+1

a=a+1

print(“Testing”)

exit()