1. WAP in python to implement Naive Bayes algorithm for following training data.

   weather=
   ['Sunny','Sunny','Overcast','Rainy','Rainy','Rainy','Rainy','Overcast','Sunny','Sunny','Rainy','Sunny','Overcast','Rainy']
   temp= ['Hot','Hot','Hot','Mild','Cool','Cool','Cool','Mild','Cool','Mild','Mild','Mild','Hot','Mild']
   humidity=
   ['High','High','High','High','Normal','Normal','Normal','High','Normal','Normal','Normal','High','Normal','High']
   wind=
   ['Weak','','Weak','Weak','Weak','Strong','Strong','Weak','Weak','Weak','Strong','Strong','Weak','']
   play= ['No','No','Yes','Yes','Yes','No','Yes','No','Yes','Yes','Yes','Yes','Yes','No']

   Now, predict whether to play or not in when weather is x=(Overcast,Cool,High,Srong).
2. Training AND gate using Hebbian Algorithm. Preferably, use Python.
3. Training OR gate using Perceptron Learning Algorithm
   Note: you may refer to this link for understanding:

https://www.geeksforgeeks.org/implementation-of-perceptron-algorithm-for-or-logic-gate-with-2-bit-binary-input/