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1.WAP to demonstrate overloading class

# parent class

class Person:

#costructor made of two varriables

def \_\_init\_\_(self, fname, lname):

self.firstname = fname

self.lastname = lname

def printname(self):

print(self.firstname, self.lastname)

#child class Student driven from Person

class Student(Person):

def \_\_init\_\_(self, fname, lname, year):

super().\_\_init\_\_(fname, lname)

self.graduationyear = year

def welcome(self):

print("Welcome", self.firstname, self.lastname, "to the class of", self.graduationyear)

x = Student("Mike", "Olsen",2019)

x.printname() #this function is driven from its base class

x.welcome()

Output

```
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\overload_class.py"
Rushi Dongare
Welcome Rushi Dongare to the fy class of 2023
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> █
```

2.WAP to find factorial using return function

# function return without argument

```
def find_factorial():  
    num=int(input("Enter a number to find factorial :"))  
    fact=1  
    for i in range(1,num+1):  
        fact=fact*i  
    return (fact)  
f1=find_factorial()  
print("The factorial is :",f1)
```

Output:

```
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\facto.py"  
Enter a number to find factorial :4  
The factorial is : 24  
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> |
```

3.WAP to find prime or not (user input)

```
num=int(input("Enter any Number :"))
```

```
flag=0
```

```
if (num==1):
```

```
    print(num," is not prime number")
```

```
elif (num>=2):
```

```
    for i in range(2,num):
```

```
        if (num%i==0):
```

```
            flag=1
```

```
            break
```

```
if (flag==0):
```

```
    print("This is prime number")
```

```
else:
```

```
    print("This is not prime number")
```

Output:

```
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\prime.py"
Enter any Number :57
This is not prime number
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> |
```

4.WAP to find prime numbers between 100

for num in range(2,100):

flag=0

if (num==1):

print(num," is not prime number")

elif (num>=2):

for i in range(2,num):

if (num%i==0):

flag=1

break

if (flag==0):

print(num, end="\t")

Output:

```
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg\prime100.py"
2      3      5      7      11     13     17     19     23     29    3
1      37     41     43     47     53     59     61     67     71    7
3      79     83     89     97
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> 
```

## 5.WAP to types of variables

# integer variable.

a=100

print("The type of variable having value", a, " is ", type(a))

# float variable.

b=20.345

print("The type of variable having value", b, " is ", type(b))

# complex variable.

c=10+3j

print("The type of variable having value", c, " is ", type(c))

#bool

d=True

print("The type of variable having value", d, " is ", type(d))

e= "Hello World"

print("The type of variable having value", e, " is ", type(e))

f=None

print("The type of variable having value", f, " is ", type(f))

Output:

```
Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\code.py"
The type of variable having value 100 is <class 'int'>
The type of variable having value 20.345 is <class 'float'>
The type of variable having value (10+3j) is <class 'complex'>
The type of variable having value True is <class 'bool'>
The type of variable having value Hello World is <class 'str'>
The type of variable having value None is <class 'NoneType'>
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> □
```

## 6.WAP program to demonstrate Arithmetic Operations

```
a = 21
b = 10
# Addition
print ("a + b : ", a + b)
# Subtraction
print ("a - b : ", a - b)
# Multiplication
print ("a * b : ", a * b)

# Division
print ("a / b : ", a / b)
# Modulus
print ("a % b : ", a % b)
# Exponent
print ("a ** b : ", a ** b)
# Floor Division
print ("a // b : ", a // b)
```

Output:

```
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\code.py"
a + b : 31
a - b : 11
a * b : 210
a / b : 2.1
a % b : 1
a ** b : 16679880978201
a // b : 2
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> █
```

7. WAP to check if the number is an Armstrong number or not

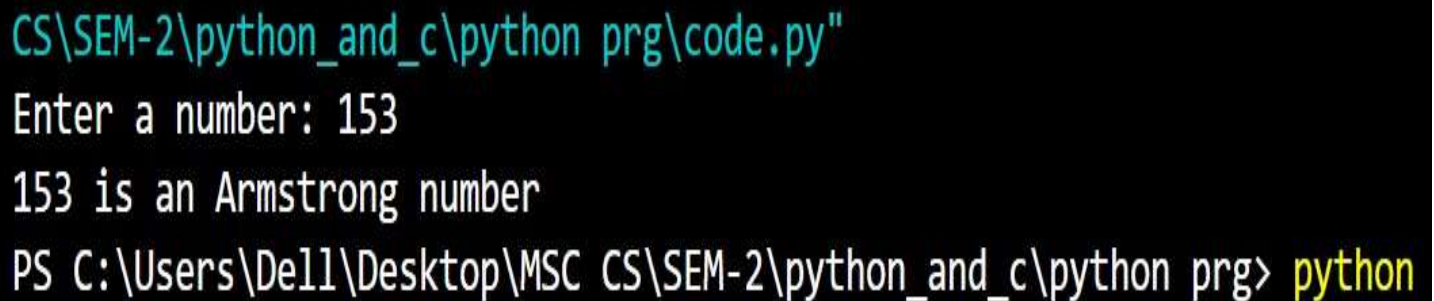
```
# take input from the user
num = int(input("Enter a number: "))

# 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")
```

Output:



```
CS\SEM-2\python_and_c\python prg\code.py
Enter a number: 153
153 is an Armstrong number
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> python
```



## 8.WAP to demonstrate String Methods

```
str1 = " AbcDEfghIJ "  
print(str1.upper())  
print(str1.lower())  
print(str1.strip)  
str2 = "Silver Spoon"  
print(str2.replace("Sp", "M"))  
str2 = "Silver Spoon"  
print(str2.split(" "))    #Splits the string at the whitespace " "  
str1 = "hello"  
capStr1 = str1.capitalize()  
print(capStr1)  
str2 = "hello World"  
capStr2 = str2.capitalize()  
print(capStr2)  
str1 = "Welcome to the Console!!!"  
print(str1.center(50))  
str2 = "Abracadabra"  
countStr = str2.count("a")  
print(countStr)
```

### Output:

```
ABCDEFGHJIJ  
abcdefghij  
Silver Spoon  
Silver Moon  
['Silver', 'Spoon']  
Hello  
Hello world  
Welcome to the Console!!!
```

9.WAP to demonstrate list methods.

```
Colors1 = ["violet", "indigo", "blue", "green"]
Colors1.sort()
print(Colors1)
colors.sort(reverse=True)
print(colors)
colors = ["violet", "green", "indigo", "blue", "green"]
print(colors.index("green"))
print(colors.count("green"))
newlist = colors.copy()
print(colors)
print(newlist)
colors.append("purple")
print(colors)
colors.extend(Colors1)
print(colors)
```

10. WAP on decision making example

```
country = ("Spain", "Italy", "India", "England", "Germany")
if "Russia" in country:
    print("Russia is present.")
else:
    print("Russia is absent.")
```

```
Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg\code.py"
['blue', 'green', 'indigo', 'violet']
1
2
['violet', 'green', 'indigo', 'blue', 'green']
['violet', 'green', 'indigo', 'blue', 'green']
['violet', 'green', 'indigo', 'blue', 'green', 'purple']
['violet', 'green', 'indigo', 'blue', 'green', 'purple', 'blue', 'green', 'in
digo', 'violet']
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> █
```

11.WAP to raise zeroDivision Exception with suitable example.

```
def divide_numbers(x, y):  
    try:  
        result = x / y  
        print("Result:", result)  
    except ZeroDivisionError:  
        print("The division by zero operation is not allowed.")  
# Usage  
numerator = 100  
denominator = int(input("Enter denominator:"))  
divide_numbers(numerator, denominator)
```

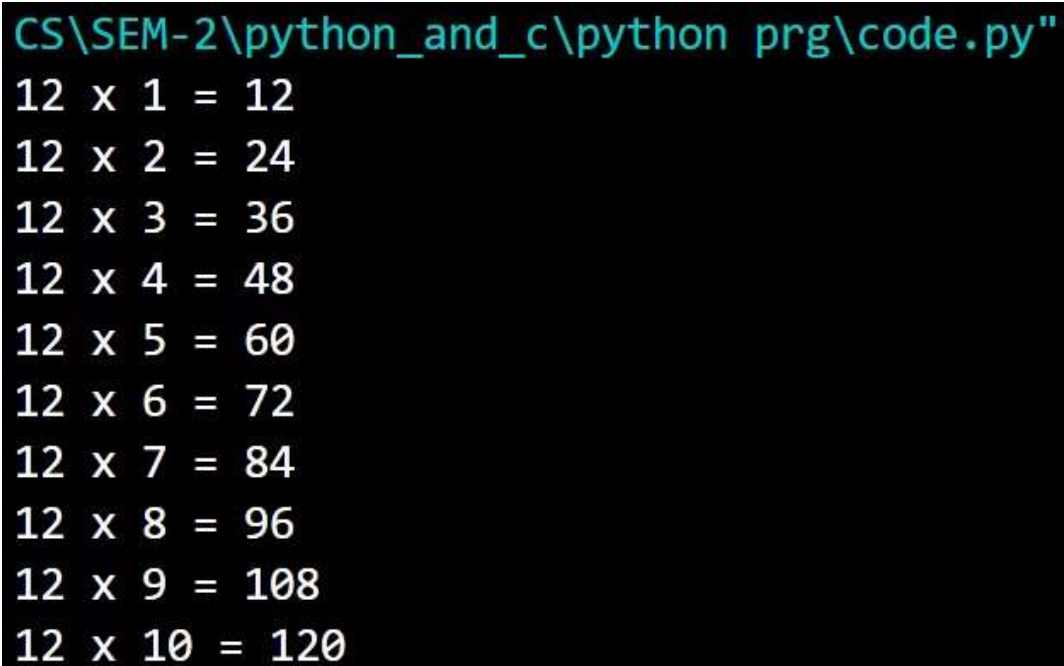
Output:

```
CS\SEM-2\python_and_c\python prg\code.py  
Enter denominator:0  
The division by zero operation is not allowed.  
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> |
```

## 12. WAP to create Multiplication table (user input number)

```
num = 12  
  
# To take input from the user  
  
# Iterate 10 times from i = 1 to 10  
for i in range(1, 11):  
    print(num, 'x', i, '=', num*i)
```

Output:

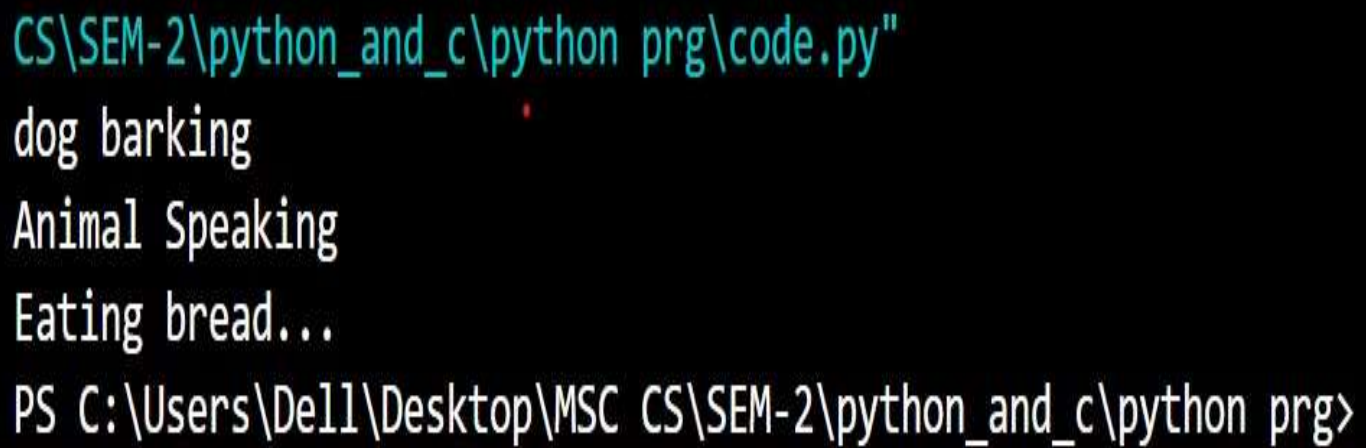


```
CS\SEM-2\python_and_c\python prg\code.py"  
12 x 1 = 12  
12 x 2 = 24  
12 x 3 = 36  
12 x 4 = 48  
12 x 5 = 60  
12 x 6 = 72  
12 x 7 = 84  
12 x 8 = 96  
12 x 9 = 108  
12 x 10 = 120
```

### 13.WAP to demonstrate multilevel inheritance

```
class Animal:
    def speak(self):
        print("Animal Speaking")
#The child class Dog inherits the base class Animal
class Dog(Animal):
    def bark(self):
        print("dog barking")
#The child class Dogchild inherits another child class Dog
class DogChild(Dog):
    def eat(self):
        print("Eating bread...")
d = DogChild()
d.bark()
d.speak()
d.eat()
```

Output:

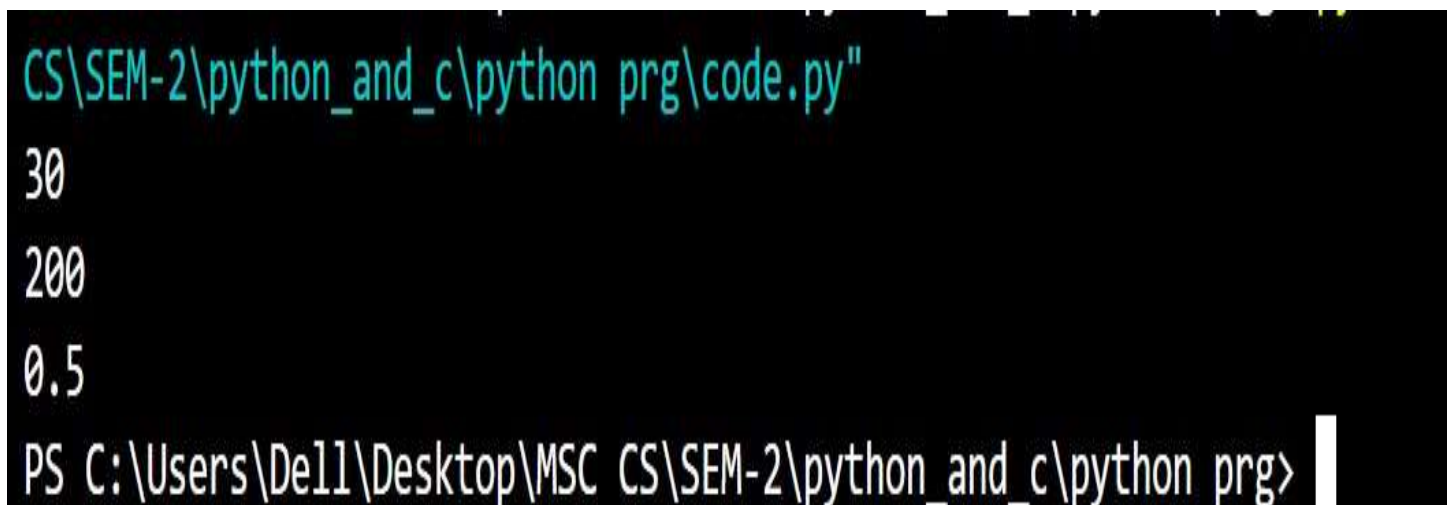


```
CS\SEM-2\python_and_c\python prg\code.py
dog barking
Animal Speaking
Eating bread...
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg>
```

14. WAP to demonstrate multiple inheritance

```
class Calculation1:
    def Summation(self,a,b):
        return a+b;
class Calculation2:
    def Multiplication(self,a,b):
        return a*b;
class Derived(Calculation1,Calculation2):
    def Divide(self,a,b):
        return a/b;
d = Derived()
print(d.Summation(10,20))
print(d.Multiplication(10,20))
print(d.Divide(10,20))
```

Output:



```
CS\SEM-2\python_and_c\python prg\code.py"
30
200
0.5
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg>
```

15. WAP to demonstrate hierarchical inheritance

```
class Brands:          #parent_class
    brand_name_1 = "Amazon"
    brand_name_2 = "Ebay"
    brand_name_3 = "OLX"

class Products(Brands): #child_class
    prod_1 = "Online Ecommerce Store"
    prod_2 = "Online Store"
    prod_3 = "Online Buy Sell Store"

class Popularity(Brands): #grand_child_class
    prod_1_popularity = 100
    prod_2_popularity = 70
    prod_3_popularity = 60

class Value(Brands):
    prod_1_value = "Excellent Value"
    prod_2_value = "Better Value"
    prod_3_value = "Good Value"

obj_1 = Products()      #Object_creation
obj_2 = Popularity()
obj_3 = Value()
print(obj_1.brand_name_1+" is an "+obj_1.prod_1)
print(obj_1.brand_name_1+" is an "+obj_1.prod_1)
print(obj_1.brand_name_1+" is an "+obj_1.prod_1)
```

Output:

```
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> python -u "c:\Users\De11\Desktop\MSC
CS\SEM-2\python_and_c\python prg\code.py"
Amazon is an Online Ecommerce Store
Amazon is an Online Ecommerce Store
Amazon is an Online Ecommerce Store
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> █
```

16. WAP to demonstrate Hybrid\_inheritance

```
class PC:
    def fun1(self):
        print("This is PC class")

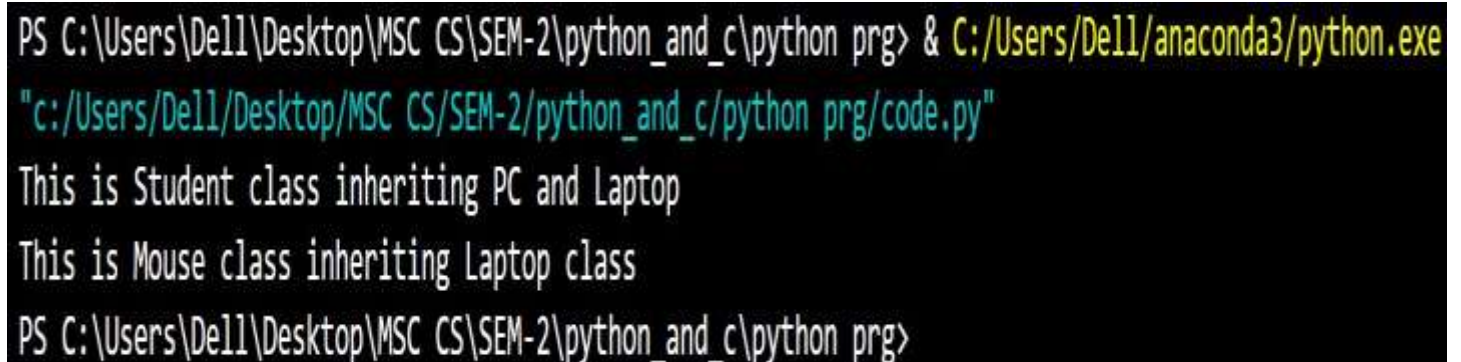
class Laptop(PC):
    def fun2(self):
        print("This is Laptop class inheriting PC class")

class Mouse(Laptop):
    def fun3(self):
        print("This is Mouse class inheriting Laptop class")

class Student(Mouse, Laptop):
    def fun4(self):
        print("This is Student class inheriting PC and Laptop")

# Driver's code
obj = Student()
obj1 = Mouse()
obj.fun4()
obj.fun3()
```

Output:



```
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> & C:/Users/Dell/anaconda3/python.exe
"c:/Users/Dell/Desktop/MSC CS/SEM-2/python_and_c/python prg/code.py"
This is Student class inheriting PC and Laptop
This is Mouse class inheriting Laptop class
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg>
```



## 17.WAP to demonstrate polymorphism

class Vehicle:

```
def __init__(self, brand, model):
```

```
    self.brand = brand
```

```
    self.model = model
```

```
def move(self):
```

```
    print("Move!")
```

class Car(Vehicle):

```
    pass
```

class Boat(Vehicle):

```
def move(self):
```

```
    print("Sail!")
```

class Plane(Vehicle):

```
def move(self):
```

```
    print("Fly!")
```

```
car1 = Car("Ford", "Mustang") #Create a Car object
```

```
boat1 = Boat("Ibiza", "Touring 20") #Create a Boat object
```

```
plane1 = Plane("Boeing", "747") #Create a Plane object
```

```
for x in (car1, boat1, plane1):
```

```
    print(x.brand)
```

```
    print(x.model)
```

```
    x.move()
```

Output:

```
"c:/Users/Dell/Desktop/MSD CS/SEM-2/python_and_c/python prg/code.py"
```

```
Ford
```

```
Mustang
```

```
Move!
```

```
Ibiza
```

```
Touring 20
```

```
Sail!
```

```
Boeing
```

```
747
```

```
Fly!
```

```
PS C:\Users\Dell\Desktop\MSD CS\SEM-2\python_and_c\python prg>
```

18.WAP to Demonstrate operator overloading

```
class complex_1:
```

```
    def __init__(self, X, Y):
```

```
        self.X = X
```

```
        self.Y = Y
```

```
# Now, we will add the two objects
```

```
    def __add__(self, U):
```

```
        return self.X + U.X, self.Y + U.Y
```

```
Object_1 = complex_1(23, 12)
```

```
Object_2 = complex_1(21, 22)
```

```
Object_3 = Object_1 + Object_2
```

```
print (Object_3)
```

Output:

(44, 34)

19.WAP to swap value using two variable

```
a=int(input("Enter any number for a:"))
b=int(input("Enter any number for b:"))
print("A: ",a)
print("B: ",b)
a=a+b
b=a-b
a=a-b
print("after swap")
print("A: ",a)
print("B: ",b)
```

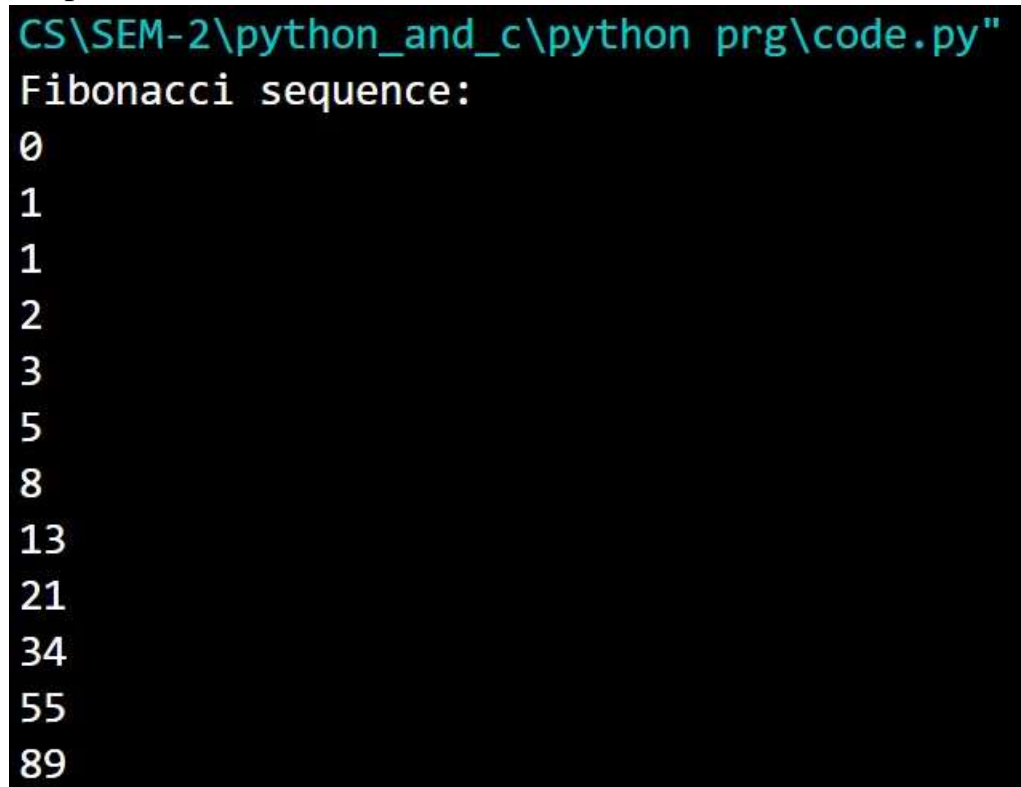
Output:

```
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> & C:/U
"c:/Users/De11/Desktop/MSC CS/SEM-2/python_and_c/python prg/swap.py"
Enter any number for a:13
Enter any number for b:18
A:  13
B:  18
after swap
A:  18
B:  13
PS C:\Users\De11\Desktop\MSC CS\SEM-2\python_and_c\python prg> □
```

20. Write a program to display the Fibonacci sequence(using recursion)

```
def recur_fibo(n):  
    if n <= 1:  
        return n  
    else:  
        return(recur_fibo(n-1) + recur_fibo(n-2))  
  
nterms = 12  
# check if the number of terms is valid  
if nterms <= 0:  
    print("Plese enter a positive integer")  
else:  
    print("Fibonacci sequence:")  
    for i in range(nterms):  
        print(recur_fibo(i))
```

Output:



```
CS\SEM-2\python_and_c\python prg\code.py"  
Fibonacci sequence:  
0  
1  
1  
2  
3  
5  
8  
13  
21  
34  
55  
89
```

```
21.WAP to Remove extra chater from the string
# define punctuation
punctuations = ""!()-[]{};:'"\,;<>./?@#$%^&*~_""
```

```
my_str = "Hello!!!, he said ---and went."
```

```
# To take input from the user
# my_str = input("Enter a string: ")
```

```
# remove punctuation from the string
no_punct = ""
for char in my_str:
    if char not in punctuations:
        no_punct = no_punct + char
```

```
# display the unpunctuated string
print(no_punct)
```

Output:

```
CS\SEM-2\python_and_c\python prg\code.py"
Before string: Hello!!!, he said ---and went.
Hello he said and went
PS C:\Users\Dell\Desktop\MSC CS\SEM-2\python_and_c\python prg> |
```