

# Programming with Python

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Note: Brief Summary of contents discussed.

**Function:** Reusable block of code that performs a specific task. Functions help in organizing code, making it modular and easy to maintain.

**Exercise: Write a function that inputs a string and count the number of vowels in a given word.**

```
def count_vowels(word)
    #word = input("Enter a word: ")
    vowels = "AEIOUaeiou"
    count = 0
    for letter in word:
        if letter in vowels:
            count += 1
    print("Number of vowels:", count)
```

**Note:** Notice how **in** is used with **for** and **if**. With **for**, it is used for accessing elements in a sequence one at a time. With **if**, it checks the membership.

**Exercise:** Write a function to check whether a given number is prime or not

```
def is_prime(n):
    #Code here
```

**Note:** use the above function to print all prime numbers till 100.

**Built-in Functions:** Functions that are already available in Python

Some Examples (Explore these on your own):

- input()
- eval()
- print()
- type()
- type conversion: int(), float(), str() ...
- divmod()
- min(), max(),
- pow()
- round()

- Random number Generation (random module)

```
import random
print(random.random())    #[0, 1)
print(random.randint(2, 10) #[2, 10]
```

**Exercise:** Use the above random number generator to generate random numbers between [a, b) or integers [a, b]

- math module

```
import math
math.sqrt(24)
Other: ceil, floor, fabs, exp, log, log10, pow,
sqrt, cos, sin, tan, degrees, radians etc
```

- math.pi #constant pi in math module
- dir(\_\_builtins\_\_) : to check complete list of built in functions
- help: to see documentation. E.g.

```
import math
help(math.sqrt)
```
- import this (zen of python is printed first time the module is imported)

### Exercises (Complete the following functions):

1.

```
def factorial(n):
    # return factorial of n
print(factorial(5))    # Expected Output: 120
```

2.

```
def even_or_odd(n):
    # print even or odd
```

3.

```
def maximum(a, b, c):  
    # return maximum of 3 numbers  
print(maximum(3, 7, 5)) # Expected Output: 7
```

4.

```
def fibonacci(n):  
    #print fibonacci upto n terms  
print(fibonacci(6)) #Expected Output: 0, 1, 1,  
2, 3, 5
```

5.

```
def gcd(a, b):  
    #return gcd/hcf of two numbers  
print(gcd(36, 60)) # Expected Output: 12
```

6. Write programs to find the sum of series below using functions and loops:

a.  $1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots \frac{x^n}{n!}$

b.  $e^x = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$

c.  $\sin(x) = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \frac{x^9}{9!} \dots$

7. Write a function that returns the sum of digits of a number, passed to it as an argument.
8. Write a function that takes two numbers as input parameters and returns their least common multiple.
9. Write a function to determine whether a given natural number is a perfect number. A number is perfect if its is the sum of its divisors. E.g.  $6 = 1 + 2 + 3$
10. A robot is placed at position (0,0) on a 2-dimensional grid. The robot can move **up, down, left, or right** based on user input. The goal is to allow the user to

control the robot's movement using commands and display the final position after a series of moves. Write a program to implement the above with following rules using while/if-else.

**Rules:**

- a. The robot starts at (0,0).
- b. The user inputs a series of moves:
  - "U" (Up) → Increases the y-coordinate by 1
  - "D" (Down) → Decreases the y-coordinate by 1
  - "L" (Left) → Decreases the x-coordinate by 1
  - "R" (Right) → Increases the x-coordinate by 1
- c. The program should continue taking inputs until the user enters "STOP".
- d. After the loop ends, display the final position of the robot.
- e. (Optional) Update the above program to include the following condition.
  - Any move that makes the x or y-coordinate (-) negative is invalid and results in no move.
- f. (New) Add a `display_grid` function to show the position of the robot on the grid. Use dots(.) and (R ) to indicate positions in grid and robots' exact position in grid.