

Working with looping statements

1. while loop
2. for loop

while condition:

statements

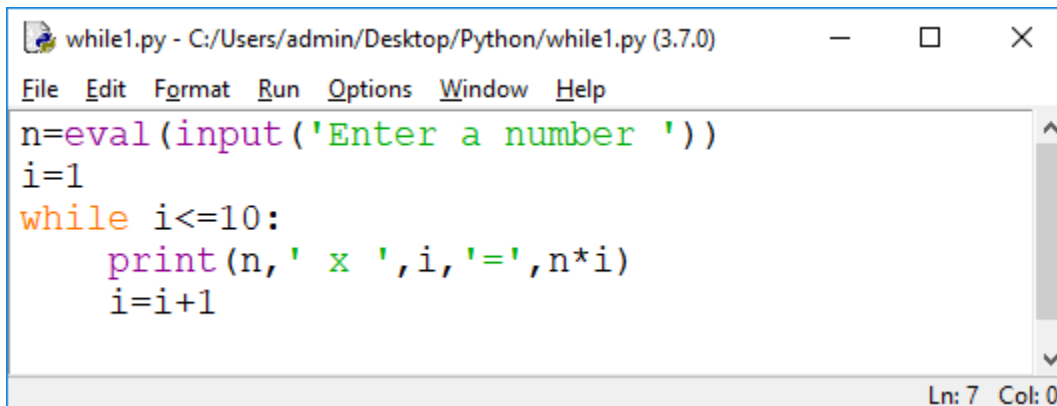
for *variable* in range([*lboud*], *ubound*, [*step*]):

statement

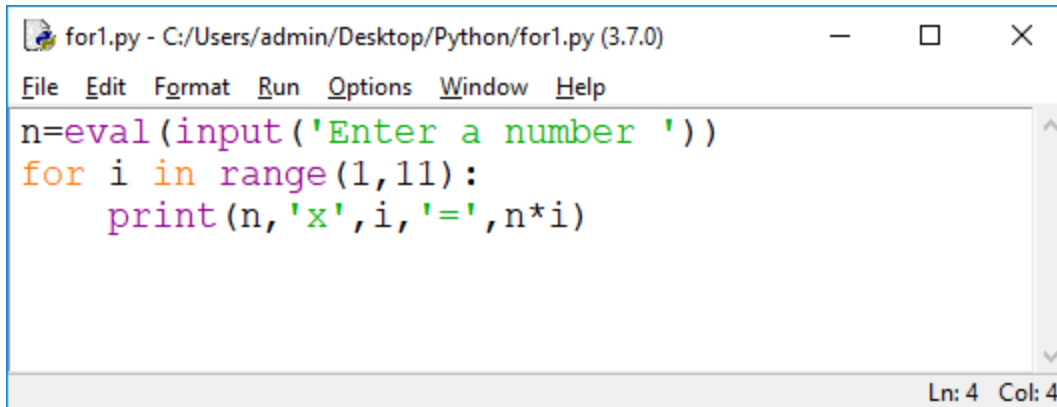
Note: ubound is not included

Example

WAP to input a number and show table of that number using while loop and for loop.



```
while1.py - C:/Users/admin/Desktop/Python/while1.py (3.7.0)
File Edit Format Run Options Window Help
n=eval(input('Enter a number '))
i=1
while i<=10:
    print(n, ' x ', i, '=', n*i)
    i=i+1
Ln: 7 Col: 0
```



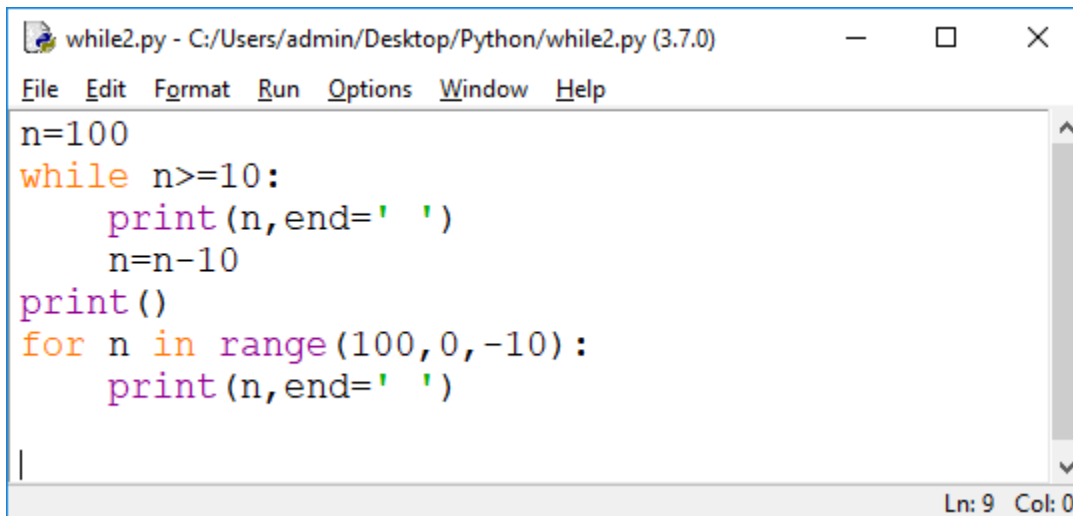
```
for1.py - C:/Users/admin/Desktop/Python/for1.py (3.7.0)
File Edit Format Run Options Window Help
n=eval(input('Enter a number '))
for i in range(1,11):
    print(n,'x',i,'=',n*i)
```

Ln: 4 Col: 4

Example

WAP to print the following using while loop and for loop.

100 90 80... 10

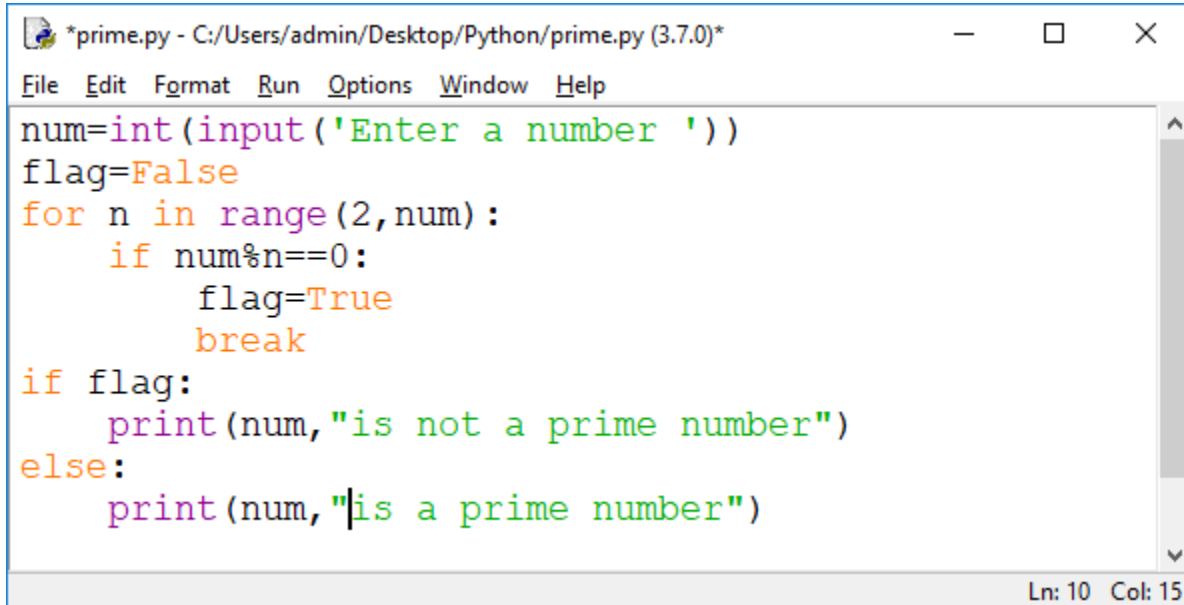


```
while2.py - C:/Users/admin/Desktop/Python/while2.py (3.7.0)
File Edit Format Run Options Window Help
n=100
while n>=10:
    print(n,end=' ')
    n=n-10
print()
for n in range(100,0,-10):
    print(n,end=' ')
```

Ln: 9 Col: 0

Class assignment

WAP to input a number and check it to be prime no.

A screenshot of a Python IDE window titled '*prime.py - C:/Users/admin/Desktop/Python/prime.py (3.7.0)*'. The window has a menu bar with 'File', 'Edit', 'Format', 'Run', 'Options', 'Window', and 'Help'. The code editor contains the following Python code:

```
num=int(input('Enter a number '))
flag=False
for n in range(2,num):
    if num%n==0:
        flag=True
        break
if flag:
    print(num,"is not a prime number")
else:
    print(num,"is a prime number")
```

The status bar at the bottom right indicates 'Ln: 10 Col: 15'.

Creating and using the functions

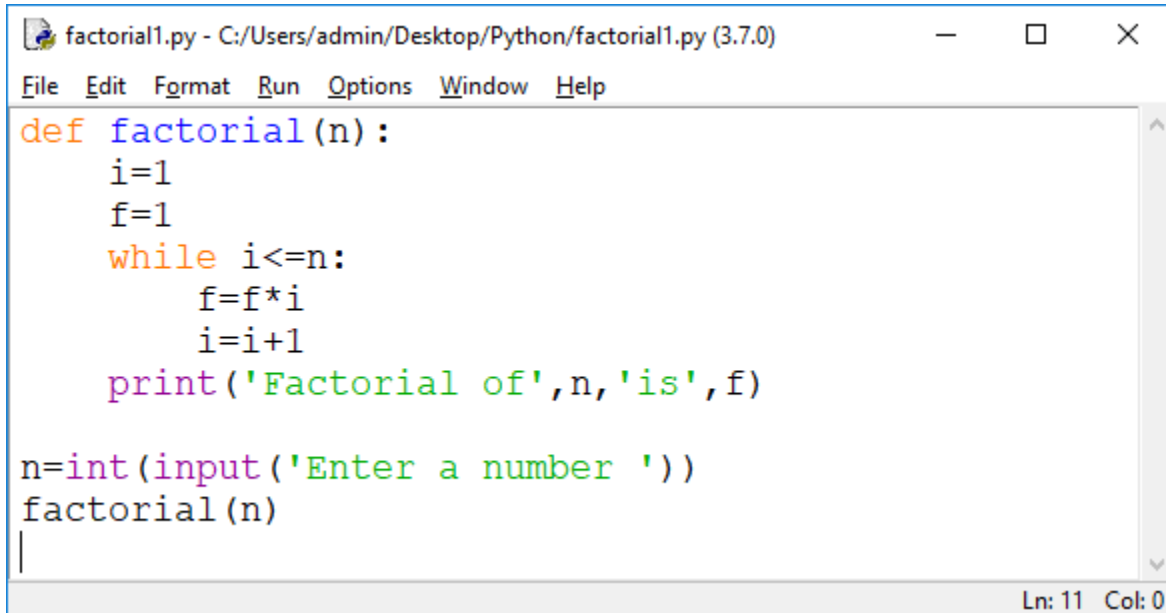
A set of statement given some name to avoid repetition of same statements again and again.

Use **def** keyword to define a function

Use **return** statement to return some value if required

Example

WAP having a function factorial() which takes a number and show the factorial of given number.

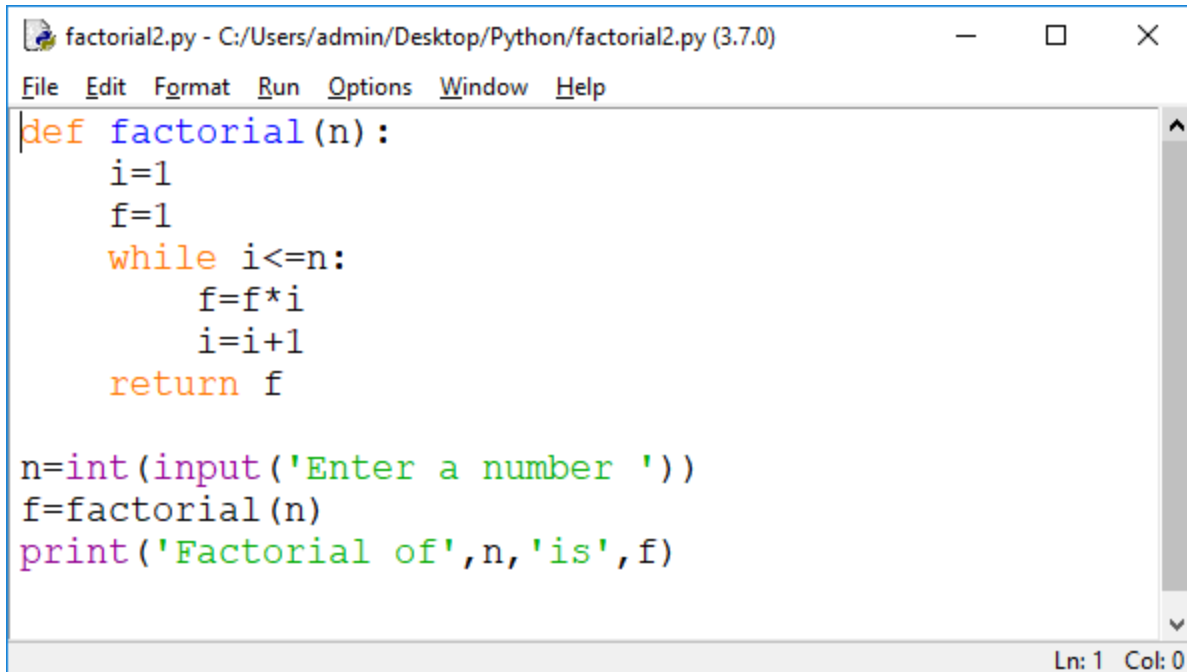
A screenshot of a Python IDE window titled 'factorial1.py - C:/Users/admin/Desktop/Python/factorial1.py (3.7.0)'. The window has a menu bar with 'File', 'Edit', 'Format', 'Run', 'Options', 'Window', and 'Help'. The code editor contains the following Python code:

```
def factorial(n):  
    i=1  
    f=1  
    while i<=n:  
        f=f*i  
        i=i+1  
    print('Factorial of',n,'is',f)  
  
n=int(input('Enter a number '))  
factorial(n)  
|
```

The status bar at the bottom right shows 'Ln: 11 Col: 0'.

Example

WAP having a function factorial() which takes a number and return the factorial of given number.

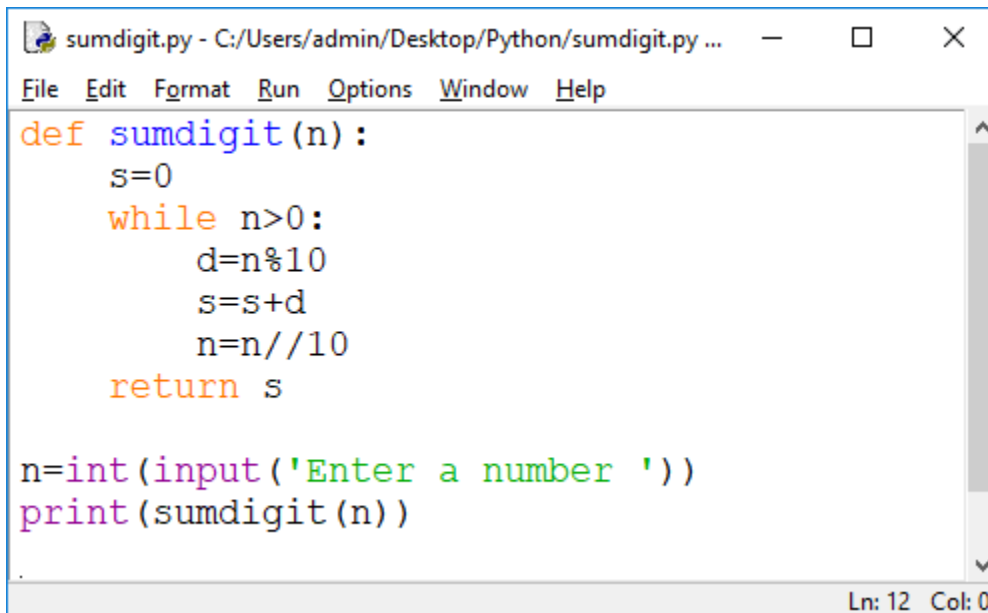


```
def factorial(n):  
    i=1  
    f=1  
    while i<=n:  
        f=f*i  
        i=i+1  
    return f  
  
n=int(input('Enter a number '))  
f=factorial(n)  
print('Factorial of',n,'is',f)
```

Ln: 1 Col: 0

Class assignment

WAP having a function which takes a number and returns sum of its digits. Input a number and call the function sumdigit().



```
def sumdigit(n):  
    s=0  
    while n>0:  
        d=n%10  
        s=s+d  
        n=n//10  
    return s  
  
n=int(input('Enter a number '))  
print(sumdigit(n))
```

Ln: 12 Col: 0

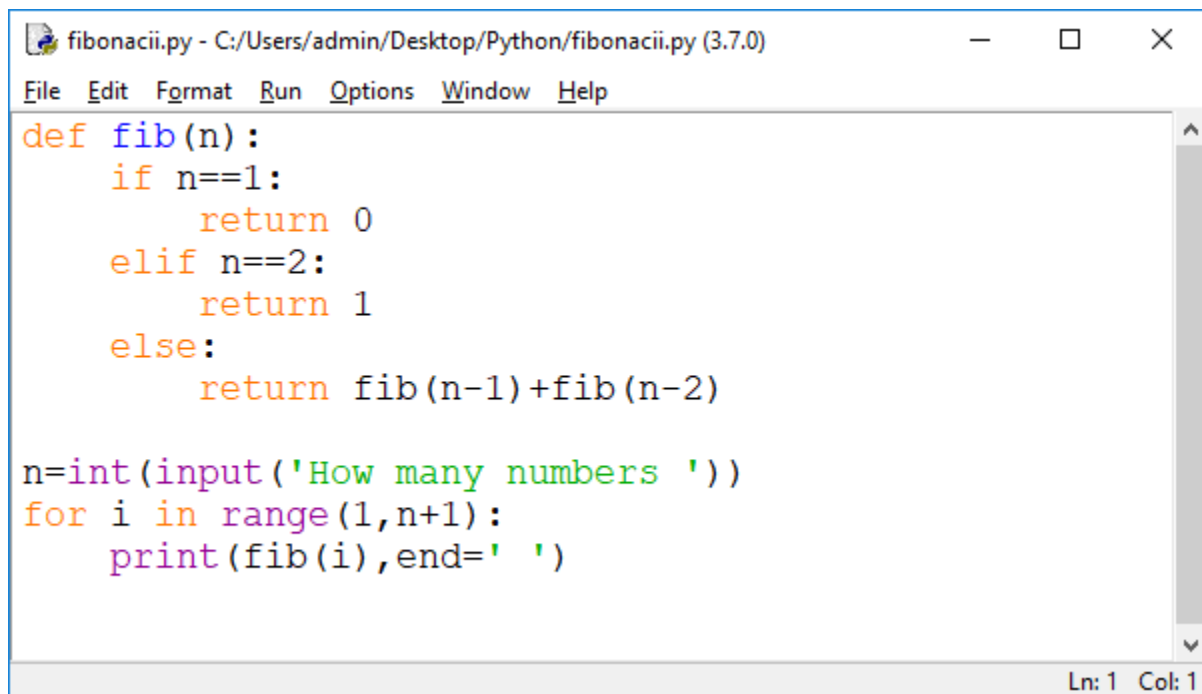
Using recursion

When a process repeats itself is called as recursive process and the function which implements such process is called as recursive process.

1. Factorial of a number

2. Fibonacci series

a. 0 1 1 2 3 5



The screenshot shows a Python IDE window titled 'fibonacii.py - C:/Users/admin/Desktop/Python/fibonacii.py (3.7.0)'. The menu bar includes File, Edit, Format, Run, Options, Window, and Help. The code is as follows:

```
def fib(n):  
    if n==1:  
        return 0  
    elif n==2:  
        return 1  
    else:  
        return fib(n-1)+fib(n-2)  
  
n=int(input('How many numbers '))  
for i in range(1,n+1):  
    print(fib(i),end=' ')
```

The status bar at the bottom right indicates 'Ln: 1 Col: 1'.

Working with classes

A class is used to categorized different functions.

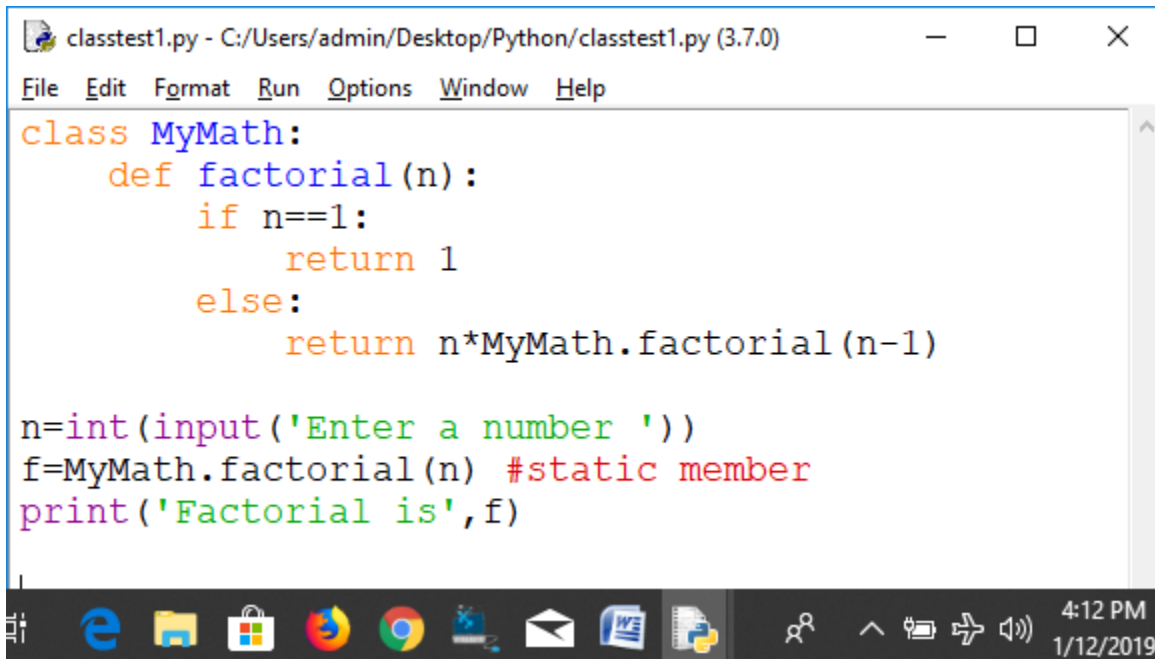
A class can have two types of functions

1. Static or class members
 - a. Called with the class name
2. Non-static or instance member
 - a. Called with some instance
 - b. Use **self** keyword to hold the data related with instance

Use class keyword to define a class.

Example

Create a class MyMath having a function factorial() which takes a number and returns factorial of that number.



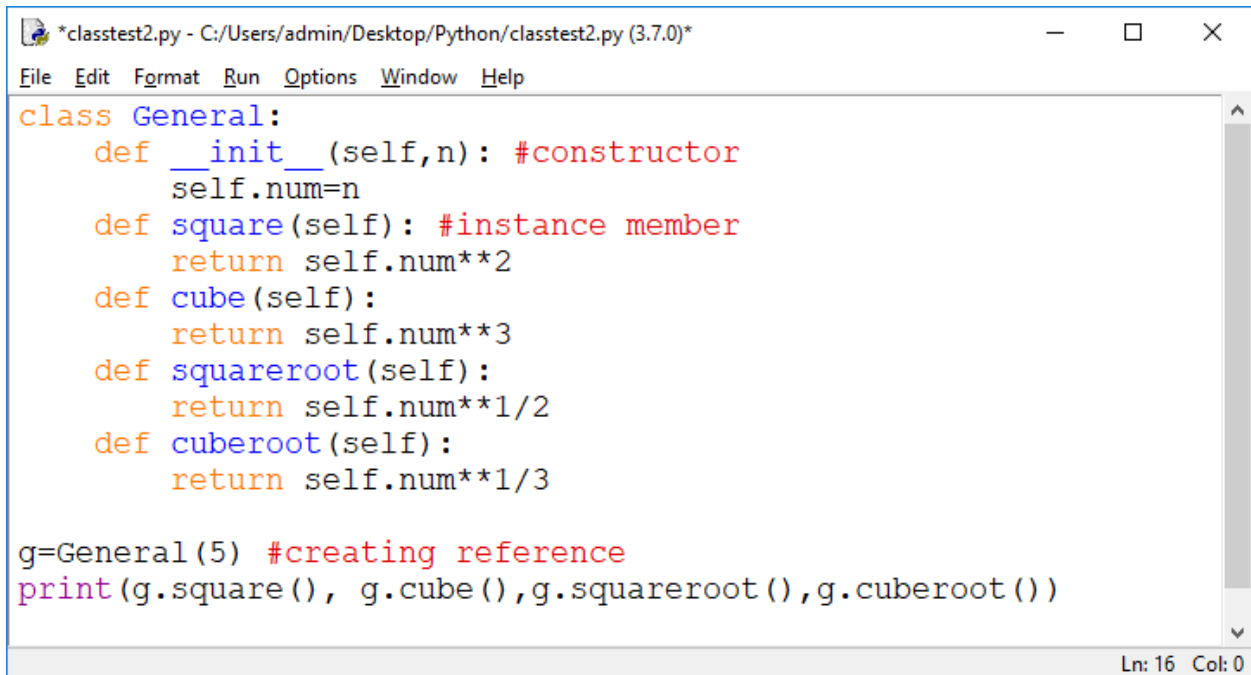
```
class MyMath:
    def factorial(n):
        if n==1:
            return 1
        else:
            return n*MyMath.factorial(n-1)

n=int(input('Enter a number '))
f=MyMath.factorial(n) #static member
print('Factorial is',f)
```

The screenshot shows a Python IDE window titled 'classtest1.py - C:/Users/admin/Desktop/Python/classtest1.py (3.7.0)'. The code defines a class 'MyMath' with a static method 'factorial'. The method uses a recursive approach: if 'n' is 1, it returns 1; otherwise, it returns 'n' multiplied by 'MyMath.factorial(n-1)'. Below the class definition, the code prompts the user to 'Enter a number', converts the input to an integer, calls 'MyMath.factorial(n)', and prints the result with the message 'Factorial is'.

Example

Create a class General having a data member as num. Create the functions square(), cube(), squareroot(), cuberoot() which works on num.



```
*classtest2.py - C:/Users/admin/Desktop/Python/classtest2.py (3.7.0)*
File Edit Format Run Options Window Help
class General:
    def __init__(self,n): #constructor
        self.num=n
    def square(self): #instance member
        return self.num**2
    def cube(self):
        return self.num**3
    def squareroot(self):
        return self.num**1/2
    def cuberoot(self):
        return self.num**1/3

g=General(5) #creating reference
print(g.square(), g.cube(),g.squareroot(),g.cuberoot())
```

Ln: 16 Col: 0