

**PRACTICAL 8**

- AIM:** Write a python program to demonstrate the use of
- i.if-else:- Python program to check whether the string is Symmetrical or Palindrome
  - ii.for() - Program to multiply two matrices using nested loops.
  - iii. while() :-Program to reverse the number.

**PROBLEM:****1)**

```
s = input("Enter a string: ")
# Check if the string is symmetrical
if s == s[::-1]:
    print("The string is symmetrical.")
else:
    print("The string is not symmetrical.")

# Check if the string is a palindrome
if s.lower() == s.lower()[::-1]:
    print("The string is a palindrome.")
else:
    print("The string is not a palindrome.")
```

**2)**

```
A = [[1, 2, 3],
      [4, 5, 6],
      [7, 8, 9]]
```

```
B = [[9, 8, 7],
      [6, 5, 4],
      [3, 2, 1]]
```

```
C = [[0, 0, 0],
      [0, 0, 0],
      [0, 0, 0]]
```

```
for i in range(len(A)):
    for j in range(len(B[0])):
        for k in range(len(B)):
            C[i][j] += A[i][k] * B[k][j]
```

```
for row in C:
    print(row)
```

3)

`num = 1234``reversed_num = 0``while num > 0:` `digit = num % 10` `reversed_num = reversed_num * 10 + digit` `num //= 10``print("Reversed number:", reversed_num)`**Output:**

```
Enter a string: Ashu
The string is not symmetrical.
The string is not a palindrome.
[30, 24, 18]
[84, 69, 54]
[138, 114, 90]
Reversed number: 4321
```

```
[Process completed - press Enter]
```

**PRACTICAL 9**

**AIM:** Write a python program to display above patterns.

**PROBLEM:**

# Pattern 1

n = 5

```
for i in range(1, n+1):
    for j in range(1, i+1):
        print(j, end=" ")
    print()
```

print("-----")

# Pattern 2

n = 5

start = 1

```
for i in range(1, n+1):
    for j in range(start, start+i):
        print(j, end=" ")
    print()
    start += i
```

print("-----")

# Pattern 3

n = 5

```
for i in range(1, n + 1):
    print(' ' * (n - i) + '*' * (2 * i - 1))
```

print("-----")

# Pattern 4

n = 5

start\_char = ord('A')

```
for i in range(n):
    for j in range(i+1):
        print(chr(start_char + i), end=" ")
    print()
```

**Output:-**

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
-----
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
-----
      *
     ***
    *****
   ********
  *********
 *****
-----
A
B B
C C C
D D D D
E E E E E

[Process completed - press Enter]
```

**PRACTICAL 10**

**AIM:** Write a python program to demonstrate the use of user-defined functions with single, multiple and arbitrary arguments.

WAP to design simple calculator

**PROBLEM:**

# Single Argument Function

```
def square(num):  
    return num ** 2
```

# Multiple Arguments Function

```
def add(a, b):  
    return a + b
```

# Arbitrary Arguments Function

```
def average(*args):  
    total = sum(args)  
    return total / len(args)
```

# Simple Calculator

```
def calculator(operation, num1, num2):  
    if operation == '+':  
        return num1 + num2  
    elif operation == '-':  
        return num1 - num2  
    elif operation == '*':  
        return num1 * num2  
    elif operation == '/':  
        if num2 != 0:  
            return num1 / num2  
        else:  
            return "Error: Division by zero"  
    else:  
        return "Error: Invalid operation"
```

# Demo of Functions

```
print("Square of 5:", square(5))  
print("Addition of 5 and 7:", add(5, 7))  
print("Average of 3, 5, and 7:", average(3, 5, 7))
```

# Simple Calculator Input

```
operation = input("Enter operation (+, -, *, /): ")
num1 = float(input("Enter first number: "))
num2 = float(input("Enter second number: "))
```

```
# Perform Calculation
result = calculator(operation, num1, num2)
print("Result:", result)
```

**Output:-**

```
Square of 5: 25
Addition of 5 and 7: 12
Average of 3, 5, and 7: 5.0
Enter operation (+, -, *, /): -
Enter first number: 4
Enter second number: 2
Result: 2.0
```

```
[Process completed - press Enter]
```

**PRACTICAL 11**

**AIM:** Create a class named employee having attributes - emp\_name, emp\_age, and emp\_city. Create a method named get\_data() in employee class that takes user input for these attributes. Derive a class named emp\_derived() from the employee class, having an \_\_init\_\_() method that displays the attributes of the employee class upon instantiation.

**PROBLEM:**

```
class Employee:
    def __init__(self):
        self.emp_name = ""
        self.emp_age = 0
        self.emp_city = ""

    def get_data(self):
        self.emp_name = input("Enter employee name: ")
        self.emp_age = int(input("Enter employee age: "))
        self.emp_city = input("Enter employee city: ")

class EmpDerived(Employee):
    def __init__(self):
        super().__init__()

    def display_info(self):
        print("Employee Name:", self.emp_name)
        print("Employee Age:", self.emp_age)
        print("Employee City:", self.emp_city)

emp = EmpDerived()
emp.get_data()
emp.display_info()
```

**Output:-**

```
Enter employee name: Ashu
Enter employee age: 18
Enter employee city: Surat
Employee Name: Ashu
Employee Age: 18
Employee City: Surat

[Process completed - press Enter]
```



**PRACTICAL 12**

**AIM:** Write a python program to show the need of inheritance and encapsulation. The display() method that prints class attribute values along with attributes of its super class.

**PROBLEM:**

```
class Animal:
    def __init__(self, name, age):
        self._name = name
        self._age = age

    def display(self):
        print("Name:", self._name)
        print("Age:", self._age)

class Dog(Animal):
    def __init__(self, name, age, breed):
        super().__init__(name, age)
        self._breed = breed

    def display(self):
        super().display()
        print("Breed:", self._breed)

animal = Animal("Shubham", 5)
animal.display()
print()

donkey = Dog("Shubham", 5, "Donkey")
donkey.display()
```

**Output:-**

```
Name: Shubham
Age: 5

Name: Shubham
Age: 5
Breed: Donkey

[Process completed - press Enter]
```

**PRACTICAL 13**

**AIM:** Write a python program to create a class named area. Define a class method find\_area() that can find areas of different shapes whose value is given by the user. Invoke the class method by instantiation and prove method overloading

**PROBLEM:**