

1. Bubble sort

Q. Ascending order of list without using inbuilt function

```
a = [10, 30, 50, 90, 20]
for i in range(len(a)):
    for j in range(i+1, len(a)):
        if a[i] > a[j]:
            a[i], a[j] = a[j], a[i]

print(a)
```

3. Armstrong number

Q.2 Python Program to check Armstrong number

```
num = int(input("Enter the number: "))
sum = 0
temp = num
while temp > 0:
    digit = temp % 10
    sum += digit ** 3
    temp //= 10

if num == sum:
    Print(num, "is an armstrong number")
else:
    Print(num, "is not an armstrong number")
```

O/P - 1

Enter the number: 663
663 is not an armstrong number

O/P - 2

Enter the number: 407
407 is an armstrong number

4. Prime number

Q. Python Program to print all prime number in an interval.

```
lower = 300
upper = 350
Print("Prime number between", lower, "and", upper, "are")
for num in range(lower, upper + 1):
    if num > 1:
        for i in range(2, num):
            if (num % i) == 0:
                break
        else:
            Print(num)
```

O/P -

Prime number between 300 & 350 are
307
311
313
323
337
341
347

5. Factorial Number

Q.1 Python program for factorial of a number with and without recursion.

→ with recursion :-

```
def fact(n):
    if n == 1:
        return 1
    else:
        return n * fact(n-1)

n = int(input("Enter the number: "))
result = fact(n)
print("Factorial of", n, "is", result)
```

O/P - Enter the number: 5
Factorial of 5 is 120

Without recursion -

```
n = int(input("Enter the number: "))
fact = 1
if n < 0:
    print("factorial doesn't exist for negative number")
else:
    for i in range(1, n+1):
        fact = fact * i
    print("factorial of", n, "is", fact)
```

O/P - Enter the number 5
factorial of 5 is 120

2. Print the duplicate from a list

Q. Python program to print duplicate from a list of integers.

→

```
l = [1, 2, 2, 3, 4, 5, 5, 6, 7]
l2 = []
for i in l:
    n = l.count(i)
    if n > 1:
        l2.append(i)
print(l2)
```

O/P - [2, 2, 5, 5]

To remove duplicate from the list

```
l = [1, 2, 2, 3, 4, 5, 5, 6, 7]
a = list(set(l))
print(a)
```

O/P - [1, 2, 3, 4, 5, 6, 7]

6. Fibonacci number

② Function for fibonacci numbers.

```
def fibonacci(n):
    if n < 0:
        print("incorrect input")
    elif n == 0:
        return 0
    elif n == 1 or n == 2:
        return 1
    else:
        return fibonacci(n-1) + fibonacci(n-2)

a = fibonacci(9)
print(a)
```

O/P - 34

→ ② Fibonacci number

```
def fibonacci(n):
    a = 0
    b = 1

    if n < 0:
        print("incorrect input")
    elif n == 0:
        return 0
    elif n == 1:
        return b
    else:
        for i in range(1, n):
            c = a + b
            a = b
            b = c
        return b

Print(fibonacci(9))
```

O/P - 34

7. Largest and second largest number

Q. Second largest number in list

→ ① `l = [1, 2, 3, 4, 5, 6]`
`l.sort()`
`print("second largest no.", l[-2])`
O/P - 5

② `l = [10, 20, 30, 40, 50, 60]`
`largest = 0`
`for i in l:`
 `if i > largest:`
 `largest = i`
`second_largest = 0`
~~`for i in l:`~~
 `for i in l:`
 `if i != largest and i > second_largest:`
 `second_largest = i`
`print("second largest")`
O/P - 50

8. String occurrence

input - akshay
O/P `a = 2`
 `k = 1`
 `s = 1`
 `h = 1`
 `y = 1`

Program

```
s = input("Enter name")
d = {}
for x in s:
    if x in d.keys():
        d[x] = d[x] + 1
    else:
        d[x] = 1
for k, v in d.items():
    print("{} = {} times".format(k, v))
```

```
ip = "H#E@L$L@L O#W$R%LD"
op=[]
temp=[]
for i in ip:
    if i.isalpha():
        op.append(i)
    else:
        temp.append(i)
print(op)
print(temp)

# output
# ['H', 'E', 'L', 'L', 'O', 'W', 'O', 'R', 'L', 'D']
# ['#', '@', '$', '@', ' ', '#', '$', '%']
```

```
r='Hello Google'
# r1=r.split()          ##reversing method
# op=[]
# for i in r1:
#     op.append(i[::-1])
# print(' '.join(op))

# output-olleH elgooG
```

```
# a='aaaaabbbbbccccccdddddd'
# l={}
# for i in a:
#     if i in l:
#         l[i]=l[i]+1
#     else:
#         l[i]=1
# output=''
# for k,v in l.items():
#     output=output+k+str(v)
# print(output)

# output=a5b5c5d6
```

```
a='aaaaabbbbbccccccdddddd'
op=''
for i in a:
    if i not in op:
        op=op+i
print("duplicate remove:",op)

output= duplicate remove: abcd
```

```
#How to check vowels in giving string in the form of count:

# a=input('enter string:')
# b=set(a)
# vowels='a','e','i','o','u'
# cnt=0
# for i in b:
#     if i in vowels:
#         cnt=cnt+1
# print('vowels:',cnt)
```

calculating the wight space by using this

```
a1='rohit      bundile'          # calculating the wight space by using this
method
# cnt=0
# for i in a1:
#     if i.isspace():
#         cnt=cnt+1
# print('Total cnt:',cnt)
```

```
Dictionary problem:
# l=['a','b','c','d','e']
# l2=[1,2,5,4]
# l3={l[i]:l2[i] for i in range(len(l2)) }          #take a two variable convert into
dictionary
# print(l3)
```

```
#2nd Aporoch:
# l4=dict(zip(l,l2))                                #take a two variable convert into dictionary
# print(l4)
```

```
decorator : Decorator is a function which can take function as argument add sum function
# and return the modified function with extended functionality
# def decore1(func):
#     def inner(x):
#         y=10
#         add=x+y
#         return add
#     return inner
#
# @decore1
# def decor(x):
#     # print("x value ",x)
#     return x
# xy=decor(5)
# print(xy)
```

#Generator : Generator is function which Responsible to generate a sequence of values we can write_

#_generator function just like ordinary function but its used to yield keyword for returning the value.

```
# def gen(n):
#     i=0
#     while i<=n:
#         yield i
#         i=i+1
# a=gen(6)
# print(a)
# for i in a:
#     print(i)
```

Shuffle Program

input=[-5,-7,-2,2,5,-6,0,6,0,0]

Output=[-5,-7,-2,-6,2,5,6,0,0,0]

shuffle program

```
import random

def shuffle(l):
    random.shuffle(l)
    return l

l=[1,2,3,4,5]
print(shuffle(l))
```

```
lst=[-5,-7,-2,0,5,8,0,9,3,-8]
positive_number=sorted([num for num in lst if num>0])
negative_number=sorted([num for num in lst if num<0])
zeros=[num for num in lst if num==0]
print(positive_number+negative_number+zeros)

output=[3, 5, 8, 9, -8, -7, -5, -2, 0, 0]
```

Class Method and Static method and Instance method

Class method static method and Instance method

```
class Myclass:
    value=10

    def __init__(self,value1):
        self.value1=value1

    def instance_method(self):
        print("Instance method",self.value1)

    @classmethod
    def class_method(cls):
        print("class method",cls.value)

    @staticmethod
    def static_method():
        print("static method")

obj=Myclass(50)

obj.instance_method()
Myclass.class_method()
obj.static_method()
-----
```

Bracket question

Two brackets are considered to be a matched pair if the an opening bracket (i.e., (, [, or {) occurs to the left of a closing bracket (i.e.,),], or }) of the exact same type. There are three types of matched pairs of brackets: [], {}, and (). A matching pair of brackets is not balanced if the set of brackets it encloses are not matched

Ex
Balanced {{[()]}}
Not Balanced {{[()]}}}

```
def balanced_brackets(s):
    a=[]

    brackets={'(':')','[':']','{':'}'

    for char in s:
        if char in '([{':
            a.append(char)

        elif char in ')}]':
            if not a:
                return 'NO'

            top=a.pop()
            if brackets[char]!=top:
                return "NO"

    return "YES" if not a else "NO"

print(balanced_brackets("{[()]}}"))
print(balanced_brackets("{[()]}}}"))
```

```

def is_balanced(string):
    stack = []
    opening_brackets = "([{"
    closing_brackets = ")]}"
    bracket_pairs = {'(': ')', '[': ']', '{': '}'}

    for char in string:
        if char in opening_brackets:
            stack.append(char)
        elif char in closing_brackets:
            if not stack or stack[-1] != bracket_pairs[char]:
                return "NO"
            stack.pop()

    return "YES" if not stack else "NO"

balanced_string = "{[()]}]"
not_balanced_string = "{[()]]}"
print(is_balanced(balanced_string)) # Output: YES
print(is_balanced(not_balanced_string)) # Output: NO

```

Inheritance concept

Multiple inheritance

```

class Parent1:
    def __init__(self,name):
        self.name=name
        print("parent1 class constructor")

    def method1(self):
        print("parent class 1=",self.name)

```

```

class Parent2:
    def __init__(self,age):
        self.age=age
        print("parent2 class constructor")

    def method2(self):
        print("parent class 2=",self.age)

```

```

class Child(Parent1,Parent2):
    def __init__(self,name,age,place):
        Parent1.__init__(self,name)
        Parent2.__init__(self,age)
        self.place=place
        print("child class constructor")

    def method3(self):
        print("child class=",self.place)

```

```

obj=Child("akshay",28,"solapur")
obj.method1()
obj.method2()
obj.method3()

```

```
def square_box1(sentence):
    words=sentence.split()
    max_len=max(len(word) for word in words)
    print(" (max_len +3))
    for word in words:
        p=max_len-len(word)
        print("*" + " " + word + " " * p + "*")
    print(" " * (max_len + 3))
sentence="This is for python test"
square_box1(sentence)
```


10:41

```
*****
* This *
* is   *
* for  *
* python*
* test *
*****
```

10:41

3. Inverted Pyramid Pattern:

python


 Copy code

```
def inverted_pyramid(rows):
    for i in range(rows, 0, -1):
        print(" " * (rows - i) + "*" * (2 * i - 1))

inverted_pyramid(5)
```

Output:

markdown


 Copy code

```
*****
*****
*****
***
*
```

 Regene

1. Pyramid Pattern:


python

 Copy code

```
def pyramid_pattern(rows):  
    for i in range(1, rows + 1):  
        print(" " * (rows - i) + "*" * (2 * i - 1))  
  
pyramid_pattern(5)
```

Output:

markdown


 Copy code

```
  *  
 ***  
*****  
*****  
*****
```

 Regen

2. Right Triangle Pattern:


python

 Copy code

```
def right_triangle(rows):  
    for i in range(1, rows + 1):  
        print("*" * i)  
  
right_triangle(5)
```

Output:

markdown


 Copy code

```
*  
**  
***  
****  
*****
```

 Regen

5. Hollow Square Pattern:

python


 Copy code

```
def hollow_square(rows):
    for i in range(1, rows + 1):
        if i == 1 or i == rows:
            print("*" * rows)
        else:
            print("*" + " " * (rows - 2) + "*")

hollow_square(5)
```

Output:


markdown

 Copy code

```
*****
*      *
*      *
*      *
*      *
*****
```

4. Diamond Pattern:

python


 Copy code

```
def diamond_pattern(rows):
    for i in range(1, rows + 1):
        print(" " * (rows - i) + "*" * (2 * i - 1))
    for i in range(rows - 1, 0, -1):
        print(" " * (rows - i) + "*" * (2 * i - 1))

diamond_pattern(5)
```

Output:

markdown

 Copy code

```
  *
 ***
*****
*****
*****
*****
*****
  *
  *
```

 Regener.