```
def sum of multiples(limit):
    total sum = 0
    for number in range(limit):
        if number % 3 == 0 or number % 5 == 0:
            total sum += number
    return total sum
limit = 1000
result = sum of multiples(limit)
print(result)
233168
def largest_prime_factor(n):
    largest factor = None
    while n \% 2 == 0:
        largest factor = 2
        n //= 2
    factor = 3
    while factor * factor <= n:</pre>
        if n % factor == 0:
            largest_factor = factor
            while n % factor == 0:
                n //= factor
        factor += 2
    if n > 2:
        largest factor = n
    return largest_factor
number = 600851475143
result = largest_prime_factor(number)
print(result)
6857
import math
from functools import reduce
def lcm(a, b):
    return abs(a * b) // math.gcd(a, b)
def lcm multiple(numbers):
    return reduce(lcm, numbers)
numbers = range(1, 21)
```

```
result = lcm multiple(numbers)
print(result)
232792560
def is_prime(num):
    if num <= 1:
        return False
    if num <= 3:
        return True
    if num % 2 == 0 or num % 3 == 0:
        return False
    i = 5
    while i * i <= num:
        if num % i == 0 or num % (i + 2) == 0:
            return False
        i += 6
    return True
def find nth prime(n):
    count = 0
    num = 2
    while count < n:
        if is prime(num):
            count += 1
        num += 1
    return num - 1
position = 10001
result = find nth prime(position)
print(result)
104743
def sieve of eratosthenes(limit):
    is prime = [True] * limit
    p = 2
    while (p * p <= limit):</pre>
        if (is prime[p] == True):
            for i in range(p * p, limit, p):
                is prime[i] = False
        p += 1
    return [p for p in range(2, limit) if is prime[p]]
def sum_of_primes_below(limit):
    primes = sieve_of_eratosthenes(limit)
    return sum(primes)
limit = 2000000
result = sum_of_primes_below(limit)
print(result)
142913828922
```

```
import math
import re
class Calculator:
    def init (self):
        self.operators = {
            '+': self.add,
            '-': self.subtract,
            '*': self.multiply,
            '/': self.divide,
            '^': self.exponent
        }
    def add(self, a, b):
        return a + b
    def subtract(self, a, b):
        return a - b
    def multiply(self, a, b):
        return a * b
    def divide(self, a, b):
        if b == 0:
            raise ZeroDivisionError("Cannot divide by zero")
        return a / b
    def exponent(self, a, b):
        return a ** b
    def parse expression(self, expression):
        try:
            expression = expression.replace(' ', '')
            expression = expression.replace('^', '**')
            result = eval(expression, {" builtins ": None},
self.operators)
            return result
        except ZeroDivisionError as e:
            return str(e)
        except Exception as e:
            return f"Error: {e}"
    def calculate(self, expression):
        # Replace "^" with "**" to make use of Python's exponentiation
        expression = re.sub(r'(\d+)\^(\d+)', r'\1**\2', expression)
        # Parse and evaluate the expression
        return self.parse expression(expression)
def main():
```

```
calc = Calculator()
    print("Welcome to the command-line calculator!")
    print("Supported operations: +, -, *, /, ^ (exponentiation)")
print("Example usage: (2 + 3) * 4 ^ 2")
    while True:
        try:
            expression = input("Enter expression (or type 'exit' to
quit): ")
            if expression.lower() == 'exit':
                break
            result = calc.calculate(expression)
            print(f"Result: {result}")
        except Exception as e:
            print(f"An error occurred: {e}")
if name == " main ":
    main()
Welcome to the command-line calculator!
Supported operations: +, -, *, /, ^ (exponentiation)
Example usage: (2 + 3) * 4 ^ 2
Enter expression (or type 'exit' to quit): exit
import re
def validate password(password):
    blacklisted passwords = ["A1b#cD3e", "Xy4$Zz7!", "P@ssw0rd", "M!
n3r4L^", "T7r$eN8f"]
    if password in blacklisted_passwords:
        return "Error: Password is blacklisted."
    # Check length
    if len(password) != 8:
        return "Error: Password must be exactly 8 characters long."
    if re.match(r'^[0-9]W)', password):
        return "Error: Password should not start with a number or
special character."
    if not re.search(r'[A-Z]', password):
        return "Error: Password must contain at least one uppercase
    if not re.search(r'[a-z]', password):
        return "Error: Password must contain at least one lowercase
    if not re.search(r'[!@#$%^&*() +{}\\[]:;"\\'<>,.?/\\|^~]',
        return "Error: Password must contain at least one special
character."
```

```
# If all checks pass
    return "Password is valid."
# Example usage
test passwords = [
    "Alb#cD3e", # Blacklisted
    "Xy4$Zz7!", # Blacklisted
    "P@ssw0rd", # Blacklisted
"M!n3r4L^", # Blacklisted
"T7r$eN8f", # Blacklisted
"aB1#cD2e", # Valid
"12A@bcDE" # Valid
    "laA@bcDE", # Valid
    "Abc123!!", # Invalid - length
"!@#$%^&*", # Invalid - starts with special char
"Abcdefgh", # Invalid - missing special char
"Abl@efgh", # Valid
1
for pwd in test passwords:
    print(f"Testing password '{pwd}': {validate password(pwd)}")
Testing password 'Alb#cD3e': Error: Password is blacklisted.
Testing password 'Xy4$Zz7!': Error: Password is blacklisted.
Testing password 'P@ssw0rd': Error: Password is blacklisted.
Testing password 'M!n3r4L^': Error: Password is blacklisted.
Testing password 'T7r$eN8f': Error: Password is blacklisted.
Testing password 'aB1#cD2e': Password is valid.
Testing password 'laA@bcDE': Error: Password should not start with a
number or special character.
Testing password 'Abc123!!': Password is valid.
Testing password '!@#$%^&*': Error: Password should not start with a
number or special character.
Testing password 'Abcdefgh': Error: Password must contain at least one
special character.
Testing password 'Abl@efgh': Password is valid.
import random
class TicTacToe:
    def init (self):
         self.board = [' ' for _ in range(9)] # Board is a list of 9
spaces
         self.current_player = 'X' # Player 'X' starts
         self.winner = None
    def print board(self):
         print("\n")
         print(f"{self.board[0]} | {self.board[1]} | {self.board[2]}")
         print("--+--")
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```
print(f"{self.board[3]} | {self.board[4]} | {self.board[5]}")
        print("--+--")
        print(f"{self.board[6]} | {self.board[7]} | {self.board[8]}")
        print("\n")
    def is winner(self, player):
        win conditions = [
            [0, 1, 2], [3, 4, 5], [6, 7, 8], # Rows [0, 3, 6], [1, 4, 7], [2, 5, 8], # Columns
             [0, 4, 8], [2, 4, 6]
                                                # Diagonals
        for condition in win conditions:
            if all(self.board[i] == player for i in condition):
                 return True
        return False
    def is full(self):
        return ' ' not in self.board
    def make move(self, position, player):
        if self.board[position] == ' ':
            self.board[position] = player
            if self.is winner(player):
                 self.winner = player
            elif self.is full():
                self.winner = 'D' # Draw
            return True
        else:
            return False
    def player move(self):
        while True:
            try:
                position = int(input("Enter your move (1-9): ")) - 1
                if 0 \le position \le 8:
                     if self.make move(position, 'X'):
                         break
                     else:
                         print("Invalid move. The position is already
occupied.")
                else:
                     print("Invalid position. Choose a number between 1
and 9.")
            except ValueError:
                print("Invalid input. Please enter a number between 1
and 9.")
    def computer move(self):
        available moves = [i for i, spot in enumerate(self.board) if
spot == ' 'l
```

```
position = random.choice(available moves)
        self.make move(position, '0')
    def play_game(self):
        print("Welcome to Tic-Tac-Toe!")
        self.print board()
        while not self.winner:
            if self.current_player == 'X':
                self.player_move()
                self.current player = '0'
            else:
                self.computer move()
                self.current player = 'X'
            self.print board()
        if self.winner == 'D':
            print("It's a draw!")
        else:
            print(f"Player {self.winner} wins!")
if __name__ == "__main__":
    game = TicTacToe()
    game.play_game()
Welcome to Tic-Tac-Toe!
Enter your move (1-9): 4
```

Χ			
	+-	+	
			0

Enter your move (1-9): 3

			Χ
	+-	+-	
Χ			
	+-	+-	
	1	- 1	0

Enter your move (1-9): 6

Player 0 wins!