

# **Practical file of OOPs using Python**

**Name: Ram Subhag Yadav**

**Roll no.: 25/CS(H)/131**

**Section: B**

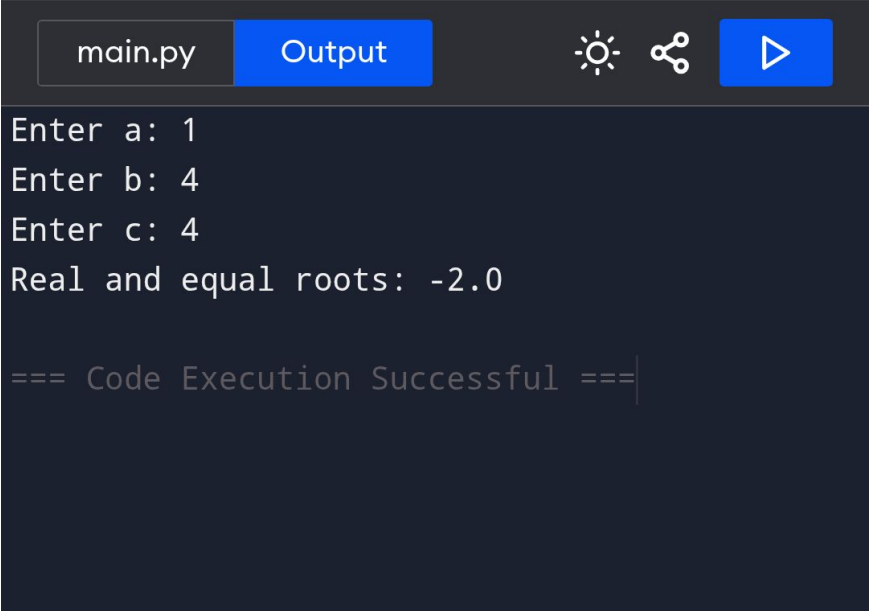
**Course: B.Sc. (Hons.) Computer Science**

**College: Keshav Mahavidyalaya**

**Semester: 1st**

# Practicle(1) To finds root of quadratic equations.

```
import math
a = float(input("Enter a: "))
b = float(input("Enter b: "))
c = float(input("Enter c: "))
d = b**2 - 4*a*c
if d > 0:
    root1 = (-b + math.sqrt(d)) / (2*a)
    root2 = (-b - math.sqrt(d)) / (2*a)
    print("Real and distinct roots:", root1, root2)
elif d == 0:
    root = -b / (2*a)
    print("Real and equal roots:", root)
else:
    print("Complex roots")
```



The screenshot shows a code editor with a dark theme. At the top, there are tabs for 'main.py' and 'Output'. To the right of the tabs are icons for settings, sharing, and a play button. The main area displays the input and output of the program. The input consists of three lines: 'Enter a: 1', 'Enter b: 4', and 'Enter c: 4'. The output is 'Real and equal roots: -2.0'. At the bottom, a status bar indicates '=== Code Execution Successful ==='.

```
main.py Output
Enter a: 1
Enter b: 4
Enter c: 4
Real and equal roots: -2.0

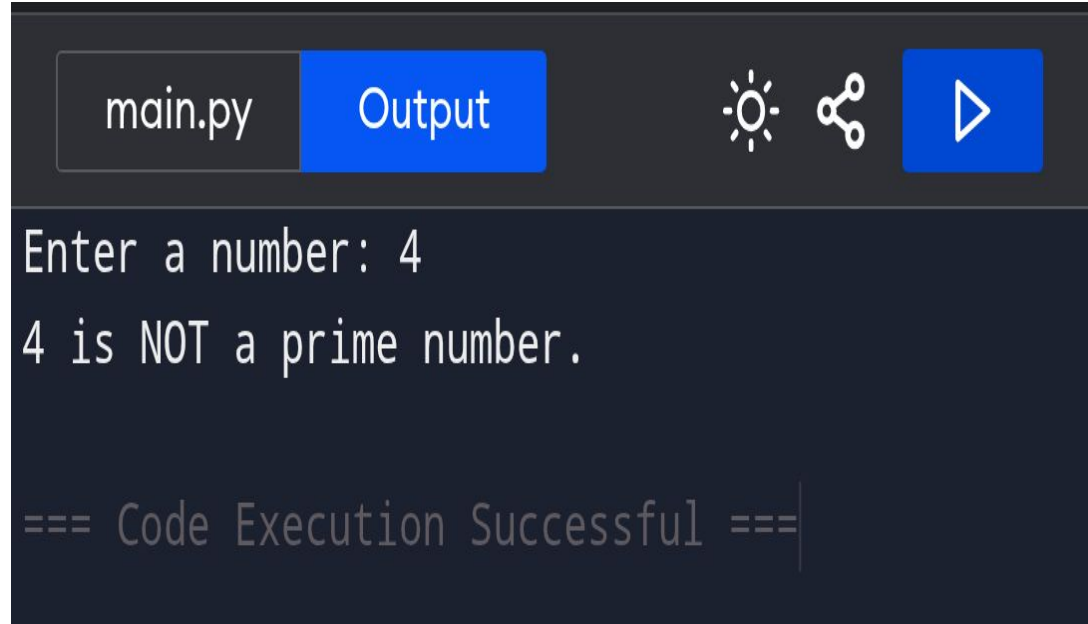
=== Code Execution Successful ===
```

## Practical(2):(1)Checking prime number.

```
n = int(input("Enter a number: "))

if n <= 1:
    print(n, "is NOT a prime number.")
else:
    prime = True
    for i in range(2, int(n**0.5) + 1):
        if n % i == 0:
            prime = False
            break

    if prime:
        print(n, "is a prime number.")
    else:
        print(n, "is NOT a prime number.")
```



The image shows a code execution environment with a dark background. At the top, there are two buttons: 'main.py' and 'Output'. To the right of these buttons are three icons: a sun-like icon, a share icon, and a play button icon. Below the buttons, the input 'Enter a number: 4' is shown, followed by the output '4 is NOT a prime number.' At the bottom, a message '=== Code Execution Successful ===' is displayed with a vertical cursor line at the end.

```
main.py Output
```

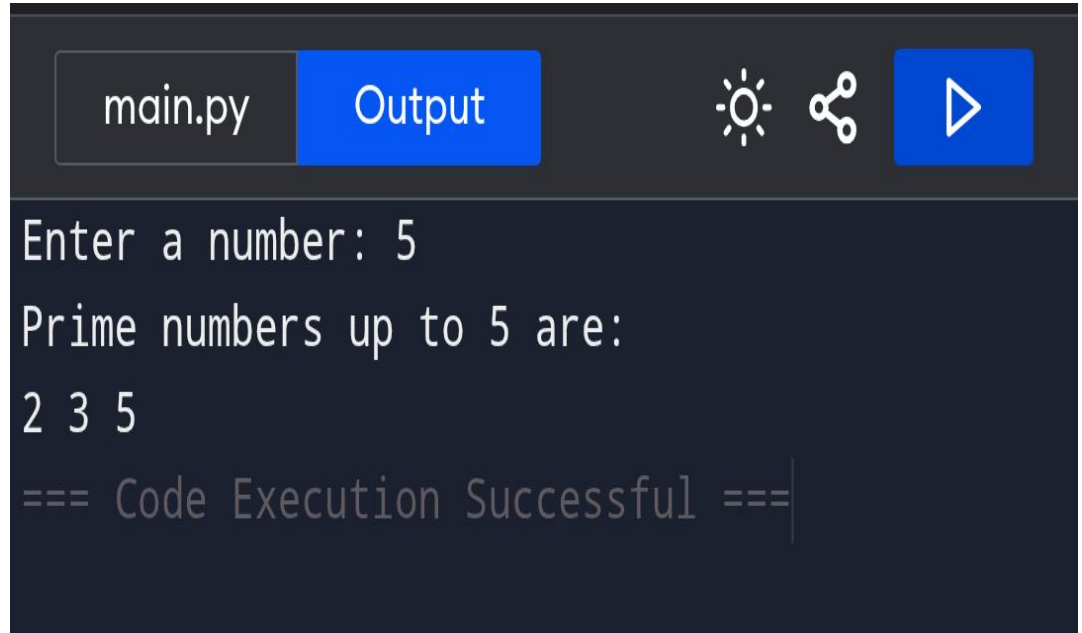
Enter a number: 4

4 is NOT a prime number.

=== Code Execution Successful ===

## Practical(2):(2)Generate prime no. till n.

```
n = int(input("Enter a number: "))  
print("Prime numbers up to", n, "are:")  
  
for num in range(2, n + 1):  
    prime = True  
    for i in range(2, int(num**0.5) + 1):  
        if num % i == 0:  
            prime = False  
            break  
    if prime:  
        print(num, end=" ")
```



The screenshot shows a code editor interface with a dark background. At the top, there are two tabs: 'main.py' and 'Output'. To the right of the tabs are three icons: a sun (theme toggle), a share icon, and a play button (run). The 'main.py' tab is active, showing the following code:

```
Enter a number: 5  
Prime numbers up to 5 are:  
2 3 5  
=== Code Execution Successful ===
```

The 'Output' tab is also visible, showing the same text as the 'main.py' tab, indicating that the code has been executed successfully.

## Practical(2):(3)Generate prime no. first n.

```
n = int(input("Enter how many prime numbers you want: "))
```

```
count = 0
```

```
num = 2
```

```
print("First", n, "prime numbers are:")
```

```
while count < n:
```

```
    prime = True
```

```
    for i in range(2, int(num**0.5) + 1):
```

```
        if num % i == 0:
```

```
            prime = False
```

```
            break
```

```
    if prime:
```

```
        print(num, end=" ")
```

```
        count += 1
```

```
    num += 1
```

main.py

Output



```
Enter how many prime numbers you want: 5
```

```
First 5 prime numbers are:
```

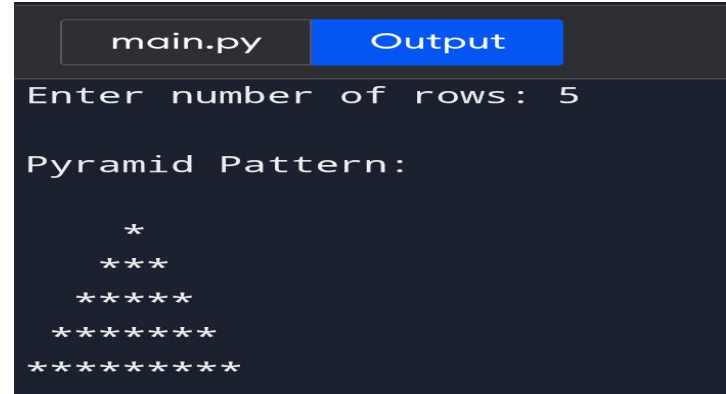
```
2 3 5 7 11
```

```
=== Code Execution Successful ===
```

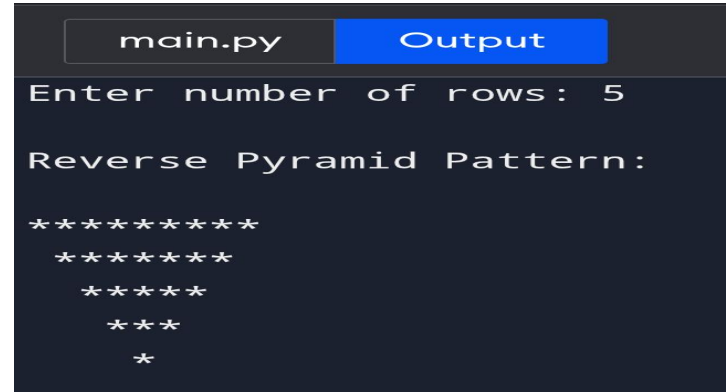
## Practical(3):Pyramid Pattern

```
n = int(input("Enter number of rows: "))  
print("\nPyramid Pattern:\n")  
for i in range(1, n + 1):  
    print(" " * (n - i) + "*" * (2 * i - 1))
```

```
n = int(input("Enter number of rows: "))  
print("\nReverse Pyramid Pattern:\n")  
for i in range(n, 0, -1):  
    print(" " * (n - i) + "*" * (2 * i - 1))
```



```
main.py Output  
Enter number of rows: 5  
Pyramid Pattern:  
  
    *  
   ***  
  *****  
 *****  
*****
```



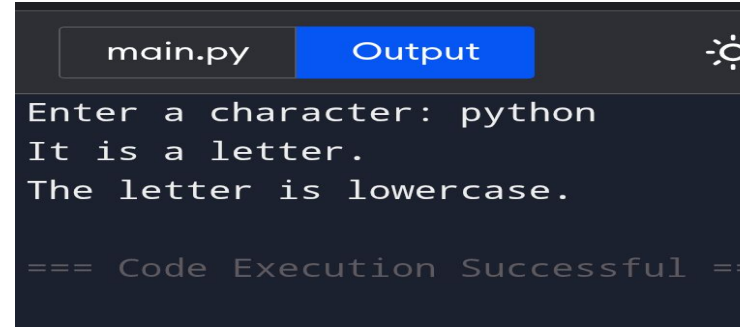
```
main.py Output  
Enter number of rows: 5  
Reverse Pyramid Pattern:  
  
*****  
 *****  
  *****  
   ***  
    *
```

# Practical(4):Checking whether alphabet, numeric or special.

```
ch = input("Enter a character: ")
print("\nCharacter Analysis:\n")
if ch.isalpha():
    print("It is a letter.")
    if ch.isupper():
        print("The letter is uppercase.")
    else:
        print("The letter is lowercase.")

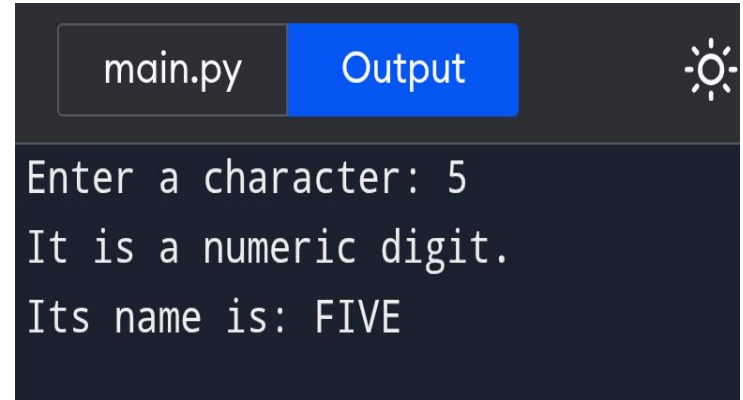
elif ch.isdigit():
    print("It is a numeric digit.")
    digit_names = ["ZERO", "ONE", "TWO", "THREE", "FOUR",
                  "FIVE", "SIX", "SEVEN", "EIGHT", "NINE"]
    print("Its name is:", digit_names[int(ch)])

else:
    print("It is a special character.")
```



```
main.py Output
Enter a character: python
It is a letter.
The letter is lowercase.

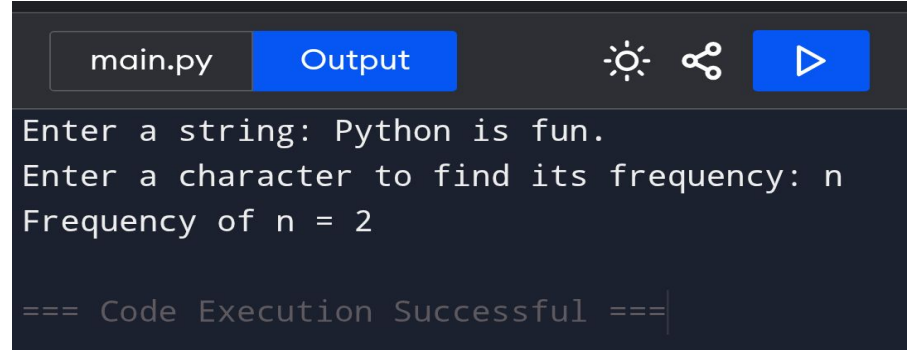
=== Code Execution Successful ===
```



```
main.py Output
Enter a character: 5
It is a numeric digit.
Its name is: FIVE
```

## Practical(5):(1)Some operations on string like count, replace.

```
s = input("Enter a string: ")
ch = input("Enter a character to find its frequency: ")
count = 0
for c in s:
    if c == ch:
        count += 1
print("Frequency of", ch, "=", count)
```

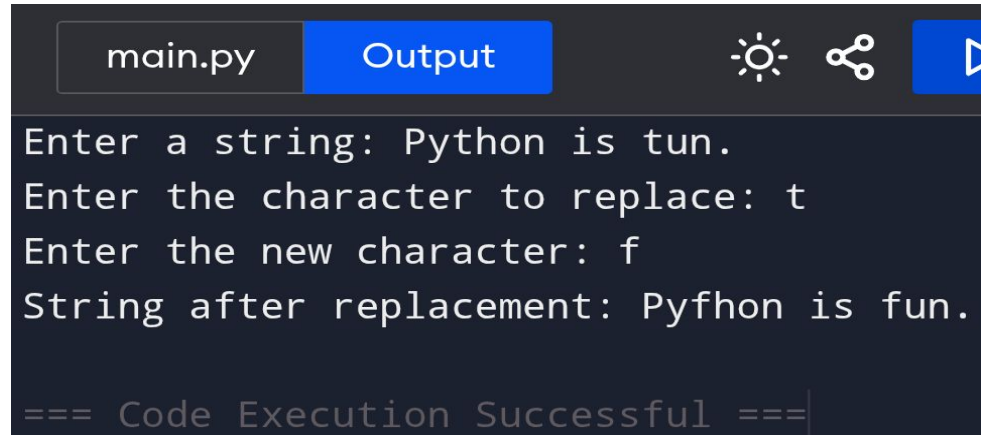


The screenshot shows a code editor with a dark theme. At the top, there are tabs for 'main.py' and 'Output'. To the right of the tabs are icons for settings (a sun), sharing (a link), and a play button. The 'main.py' tab is active, showing the following code:

```
Enter a string: Python is fun.
Enter a character to find its frequency: n
Frequency of n = 2
```

Below the code, the output is displayed: `=== Code Execution Successful ===`.

```
s = input("Enter a string: ")
old = input("Enter the character to replace: ")
new = input("Enter the new character: ")
result = ""
for c in s:
    if c == old:
        result += new
    else:
        result += c
print("String after replacement:", result)
```



The screenshot shows a code editor with a dark theme. At the top, there are tabs for 'main.py' and 'Output'. To the right of the tabs are icons for settings (a sun), sharing (a link), and a play button. The 'main.py' tab is active, showing the following code:

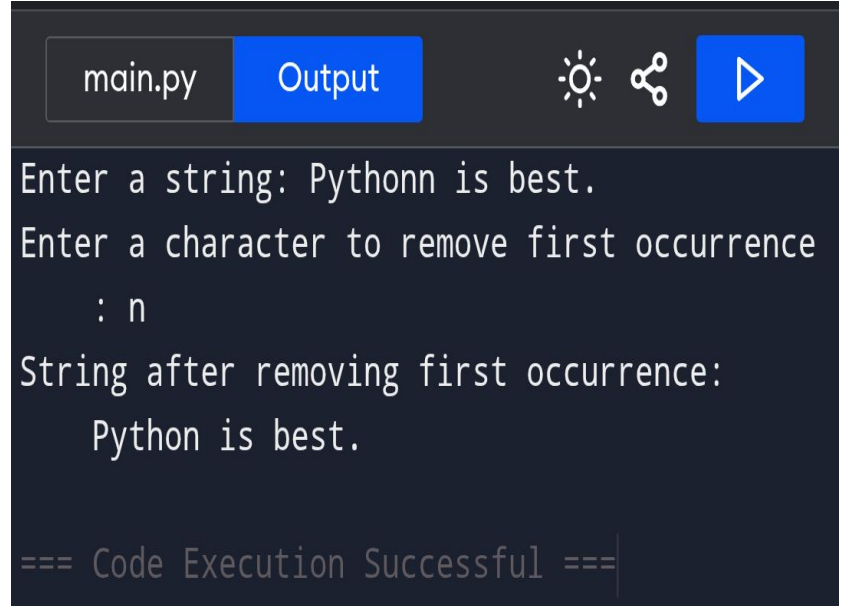
```
Enter a string: Python is tun.
Enter the character to replace: t
Enter the new character: f
String after replacement: Pyfhon is fun.
```

Below the code, the output is displayed: `=== Code Execution Successful ===`.



## Practical(5):(2)Removing first occurrence character.

```
s = input("Enter a string: ")
ch = input("Enter a character to remove first
occurrence: ")
result = ""
removed = False
for c in s:
    if c == ch and not removed:
        removed = True
        continue
    result += c
print("String after removing first occurrence:", result)
```



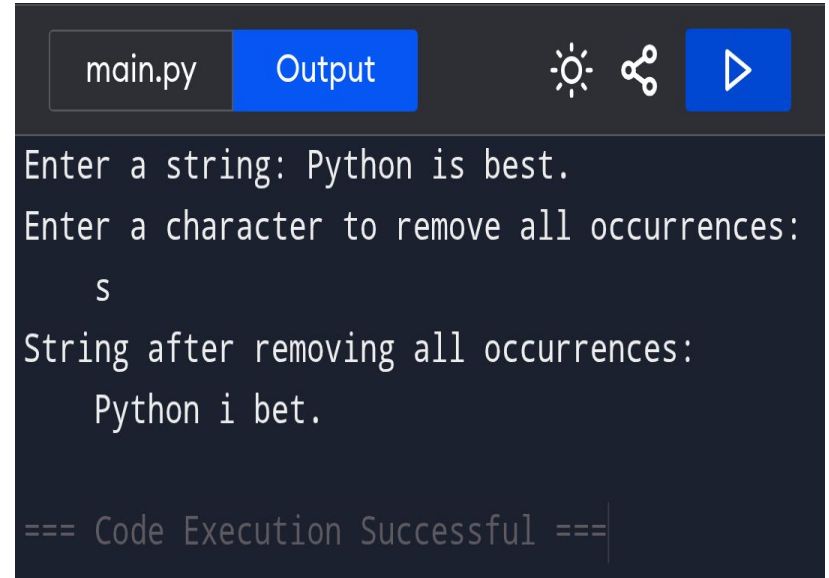
```
main.py Output
Enter a string: Pythonn is best.
Enter a character to remove first occurrence
: n
String after removing first occurrence:
Python is best.
=== Code Execution Successful ===
```

## Practical(5):(3)Removing all occurrence.

```
s = input("Enter a string: ")
ch = input("Enter a character to remove all occurrences: ")

result = ""
for c in s:
    if c != ch:
        result += c

print("String after removing all occurrences:", result)
```



```
main.py Output
```

```
Enter a string: Python is best.
Enter a character to remove all occurrences:
s
String after removing all occurrences:
Python i bet.

=== Code Execution Successful ===
```

## Practical(6):Swapping two characters of two strings.

```
s1 = input("Enter first string: ")  
s2 = input("Enter second string: ")  
n = int(input("Enter number of characters to swap: "))
```

```
new_s1 = s2[:n] + s1[n:]  
new_s2 = s1[:n] + s2[n:]
```

```
print("\nAfter swapping first", n, "characters:")  
print("String 1:", new_s1)  
print("String 2:", new_s2)
```

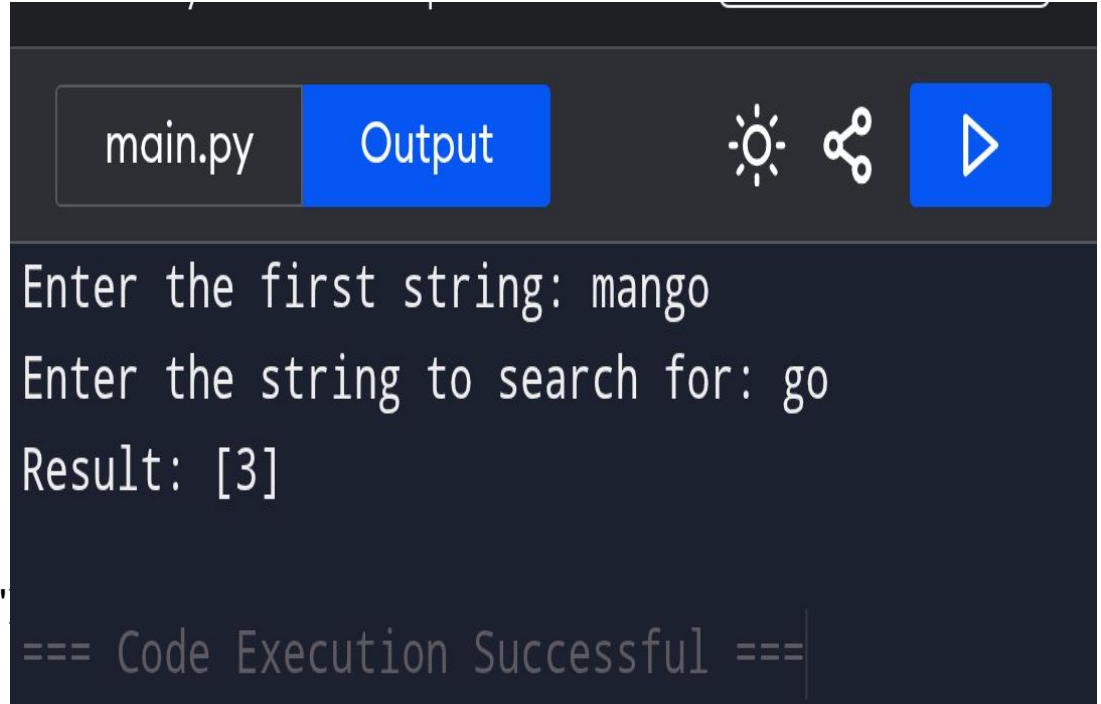
```
Enter first string: hello  
Enter second string: world  
Enter number of characters to swap: 2
```

```
After swapping first 2 characters:  
String 1: wollo  
String 2: herld
```

```
=== Code Execution Successful ===
```

## Practical(7):Finding index of occurrence.

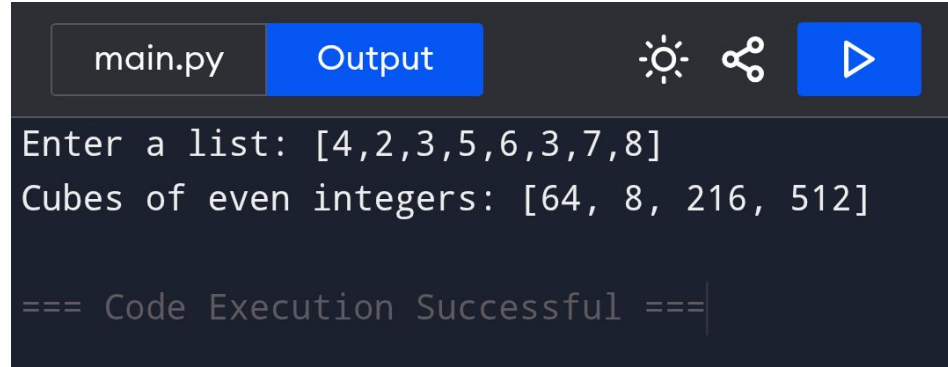
```
def find_occurrences(s1, s2):  
    indices = []  
    start = 0  
    while True:  
        pos = s1.find(s2, start)  
        if pos == -1:  
            break  
        indices.append(pos)  
        start = pos + 1  
    if len(indices) == 0:  
        return -1  
    else:  
        return indices  
s1 = input("Enter the first string: ")  
s2 = input("Enter the string to search for: ")  
  
result = find_occurrences(s1, s2)  
print("Result:", result)
```



```
main.py Output  
Enter the first string: mango  
Enter the string to search for: go  
Result: [3]  
=== Code Execution Successful ===
```

## Practical(8):Print even cubes of even integer from list.

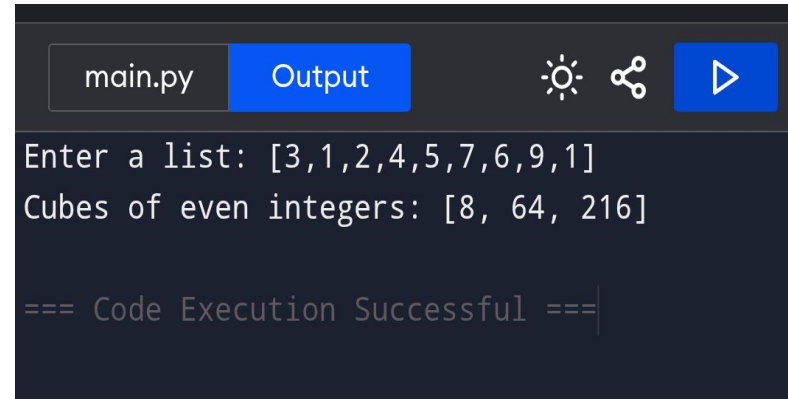
```
lst = eval(input("Enter a list: "))
result = []
for x in lst:
    if isinstance(x, int) and x % 2 == 0:
        result.append(x ** 3)
print("Cubes of even integers:", result)
```



```
main.py Output
Enter a list: [4,2,3,5,6,3,7,8]
Cubes of even integers: [64, 8, 216, 512]
=== Code Execution Successful ===
```

```
lst = eval(input("Enter a list: "))

result = [x**3 for x in lst if isinstance(x, int) and x % 2 == 0]
print("Cubes of even integers:", result)
```



```
main.py Output
Enter a list: [3,1,2,4,5,7,6,9,1]
Cubes of even integers: [8, 64, 216]
=== Code Execution Successful ===
```

## Practical(9):(1) File handling

```
file = open("sample.txt", "r")  
data = file.read()  
file.close()
```

```
lines = data.split("\n")  
words = data.split()  
characters = len(data)
```

```
print("Total characters:", characters)  
print("Total words:", len(words))  
print("Total lines:", len(lines))
```

```
file = open("sample.txt", "r")  
data = file.read()  
file.close()
```

```
freq = {}
```

```
for ch in data:  
    if ch in freq:  
        freq[ch] += 1  
    else:  
        freq[ch] = 1
```

```
print("Character Frequency:")  
print(freq)
```

## Practical(9):(2)File handling.

```
file = open("sample.txt", "r")
data = file.read()
file.close()
```

```
words = data.split()
words.reverse()
```

```
print("Words in reverse order:")
for w in words:
    print(w, end=" ")
```

```
input_file = open("sample.txt", "r")
file1 = open("File1.txt", "w")
file2 = open("File2.txt", "w")
lines = input_file.readlines()
for i in range(len(lines)):
    if (i + 1) % 2 == 0:
        file1.write(lines[i])    # even line → File1
    else:
        file2.write(lines[i])    # odd line → File2
input_file.close()
file1.close()
file2.close()
print("Even lines copied to File1.txt")
print("Odd lines copied to File2.txt")
```

# Practical(10):Find distance of two coordinate using class.

class Point:

```
def __init__(self, x, y):
```

```
    self.x = x
```

```
    self.y = y
```

```
def __str__(self):
```

```
    return f"({self.x}, {self.y})"
```

```
def distance(self, other):
```

```
    dx = self.x - other.x
```

```
    dy = self.y - other.y
```

```
    return math.sqrt(dx*dx + dy*dy)
```

```
x1 = float(input("Enter x1: "))
```

```
y1 = float(input("Enter y1: "))
```

```
x2 = float(input("Enter x2: "))
```

```
y2 = float(input("Enter y2: "))
```

```
p1 = Point(x1, y1)
```

```
p2 = Point(x2, y2)
```

```
print("\nPoint 1 =", p1)
```

```
print("Point 2 =", p2)
```

main.py

Output



```
Enter x1: 4
```

```
Enter y1: 3
```

```
Enter x2: 6
```

```
Enter y2: 1
```

```
Point 1 = (4.0, 3.0)
```

```
Point 2 = (6.0, 1.0)
```

```
Distance between the two points = 2  
.8284271247461903
```

```
=== Code Execution Successful ===
```



## Practical(11):printing cubes in dictionary.

```
def cube_dictionary():
```

```
    d = {}
```

```
    for i in range(1, 6):
```

```
        d[i] = i**3
```

```
    print(d)
```

```
cube_dictionary()
```

main.py

Output



```
{1: 1, 2: 8, 3: 27, 4: 64, 5: 125}
```

```
=== Code Execution Successful ===
```

## Practical(12):(1)Operations on tuple

```
t1 = (1, 2, 5, 7, 9, 2, 4, 6, 8, 10)
```

```
mid = len(t1) // 2
```

```
print(t1[:mid])
```

```
print(t1[mid:])
```

```
main.py Output
(1, 2, 5, 7, 9)
(2, 4, 6, 8, 10)

=== Code Execution Successful
```

```
t1 = (1, 2, 5, 7, 9, 2, 4, 6, 8, 10)
```

```
even_tuple = tuple(x for x in t1 if x % 2 == 0)
```

```
print(even_tuple)
```

```
main.py Output
(2, 2, 4, 6, 8, 10)

=== Code Execution Successful ===
```

## Practical(12):(2) operation on tuple

```
t1 = (1, 2, 5, 7, 9, 2, 4, 6, 8, 10)
t2 = (11, 13, 15)
```

```
t3 = t1 + t2
print(t3)
```

```
main.py Output
(1, 2, 5, 7, 9, 2, 4, 6, 8, 10, 11, 13, 15)
=== Code Execution Successful ===
```

```
t1 = (1, 2, 5, 7, 9, 2, 4, 6, 8, 10)

print("Maximum:", max(t1))
print("Minimum:", min(t1))
```

```
main.py Output
Maximum: 10
Minimum: 1
=== Code Execution Successful ===
```

## Practical(13): Raise exception if numeric present in name.

```
name = input("Enter your name: ")
```

```
try:
```

```
    if not name.isalpha():
```

```
        raise ValueError("Name contains digits or special characters!")
```

```
print("Valid Name:", name)
```

```
except ValueError as e:
```

```
    print("Error:", e)
```

```
main.py Output
Enter your name: Ram
Valid Name: Ram
```

```
main.py Output
Enter your name: Ram123
ERROR!
Error: Name contains digits or special
characters!

=== Code Execution Successful ===
```