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ROLL NO.-(64)

SECTION-BC

## **BASIC CALCULATOR**

```
import math
```

```
def sum():
```

```
    val_1=int(input("enter the number : "))
```

```
    val_2=int(input("enter the number : "))
```

```
    sum =val_1+val_2
```

```
    return sum
```

```
def sub():
```

```
    val_1=int(input("enter the number : "))
```

```
    val_2=int(input("enter the number : "))
```

```
    sub =val_1-val_2
```

```
    return sub
```

```
def mul():
```

```
    val_1=int(input("enter the number : "))
```

```
    val_2=int(input("enter the number : "))
```

```
    mul =val_1*val_2
```

```
    return mul
```

```
def div():
```

```
    val_1=int(input("enter the number : "))
```

```
    val_2=int(input("enter the number : "))
```

```
    div =val_1/val_2
```

```
    return div
```

```
def sqrt():
```

```
val_1=int(input("enter the number : "))  
sqrt =math.sqrt(val_1)  
return sqrt
```

```
def pow():
```

```
    val_1=int(input("enter the number : "))  
    val_2=int(input("enter the number : "))  
    pow =val_1**val_2  
    return pow
```

```
def log():
```

```
    val_1=int(input("enter the number : "))  
    log =math.log(val_1)  
    return log
```

```
def sin():
```

```
    val_1=int(input("enter the number : "))  
    sin =math.sin(val_1)  
    return sin
```

```
def cos():
```

```
    val_1=int(input("enter the number : "))  
    cos =math.cos(val_1)  
    return cos
```

```
def tan():
```

```
    val_1=int(input("enter the number : "))  
    tan =math.tan(val_1)  
    return tan
```

```
def exp():
```

```
    val_1=int(input("enter the number : "))  
  
    exp =math.exp(val_1)  
    return exp
```

```
def fact():
```

```
    val_1=int(input("enter the number : "))
```

```

    fact =math.factorial(val_1)

    return fact
def mod():
    val_1=int(input("enter the number : "))
    val_2=int(input("enter the number : "))
    mod =val_1%val_2
    return mod
def sqr():
    val_1=int(input("enter the number : "))
    sqr =val_1**2
    return sqr
def cube():
    val_1=int(input("enter the number : "))
    cube =val_1**3
    return cube
while True:
    choice=int(input("enter your choice 1->sum 2->sub 3->div 4->mul 5->sqrt 6->pow 7->pow 8->log 9-
>sin 10->cos 11->tan 12->exp 13->fact 14->mod 15->sqr 16->cube 17->exit:"))
    if choice==1:
        print(sum())
    elif choice==2:
        print(sub())
    elif choice==3:
        print(div())
    elif choice==4:
        print(mul())
    elif choice==5:
        print(sqrt())
    elif choice==6:
        print(pow())

```

```

elif choice==7:
    print(log())
elif choice==8:
    print(sin())
elif choice==9:
    print(cos())
elif choice==10:
    print(tan())
elif choice==11:
    print(exp())
elif choice==12:
    print(fact())
elif choice==13:
    print(mod())
elif choice==14:
    print(sqr())
elif choice==15:
    print(cube())
elif choice==16:
    break
else:
    print("Invalid choice")

```

```

= RESTART: C:\Users\rudra\calculator.py
enter your choice 1->sum 2->sub 3->div 4->mul 5->sqr 6->pow 7->pow 8->log 9->sin 10->cos 11->tan 12->exp 13->fact 14->mod 15->sqr 16->cube 17->exit:1
enter the number : 34
enter the number : 23
57
enter your choice 1->sum 2->sub 3->div 4->mul 5->sqr 6->pow 7->pow 8->log 9->sin 10->cos 11->tan 12->exp 13->fact 14->mod 15->sqr 16->cube 17->exit:2
enter the number : 34
enter the number : 23
11
enter your choice 1->sum 2->sub 3->div 4->mul 5->sqr 6->pow 7->pow 8->log 9->sin 10->cos 11->tan 12->exp 13->fact 14->mod 15->sqr 16->cube 17->exit:

```

# ***GRADING SYSTEM***

```
#grading system

name=input("enter the name of student ")

maths=int(input("enter maths marks "))

english=int(input("enter english marks "))

python=int(input("enter python marks "))

c=int(input("enter c marks "))

java=int(input("enter java marks "))

t=maths+english+python+c+java

percent=t/5

print("your percentage is: ",percent)

if(maths>100 or english>100 or python>100 or c>100 or java>100 or maths<0 or english<0 or
python<0 or c<0 or java<0):

    print("enter the wrong marks criteria")

elif(percent==100):

    print("grade==O")

elif(percent>=90):

    print("grade==A+")

elif(percent>=80):

    print("grade==B+")

elif(percent>=70):

    print("grade==B")

elif(percent>=60):

    print("grade==C")

elif(percent>=50):

    print("grade==D")

else:

    print("fail")
```

```
enter the name of student RUDRA
enter maths marks 89
enter english marks 78
enter python marks 90
enter c marks 89
enter java marks 90
your percentage is: 87.2
grade==B+
```

## **NUMBER GUESSING GAME**

```
#guessing number game
```

```
import random as p
```

```
a=int(input("enter the number "))
```

```
b=p.randrange(1,a)
```

```
c=int(input("enter the number "))
```

```
while(True):
```

```
    if(c==0):
```

```
        print("game over,player quite the game.")
```

```
        break
```

```
    elif(c==b):
```

```
        print("congratulation you are right. the random number was:",c)
```

```
        break
```

```
    elif(c<b):
```

```
        c=int(input("you are near to correct it play some more time"))
```

```
    elif(c>b):
```

```
        c=int(input("your guessing is around to corect please play more time"))
```

```
    else:
```

```
        c=int(input("try again"))
```

```
enter the number 3
```

```
enter the number 2
```

```
your guessing is around to corect please play more time1
```

```
congratulation you are right. the random number was: 1
```

# **ROLL THE DICE**

```
#roll the dice

import random as r

a=1

s=p=0

while(a<7):

    b=r.randint(1,6)

    c=int(input("enter the number between 1to 6: "))

    choice=input("if you quite type'quite' otherwise type 'no' : ")

    s+=b

    p+=c

    if(choice=='quite'):

        break

    elif(choice=='no'):

        continue

    else:

        print("wrong choice")

        break


print("\n")

print("your score is:",p)

print("the computer score is:",s)

print("\n")

if(s>p):

    print("computer won with score of:",s)

else:

    print("you won with the score of:",p)
```

```
Python 3.11.9 (tags/v3.11.9:de54cf5, Apr 2 2024, 10:12:
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for :

= RESTART: C:/Users/rudra/dice.py
enter the number between 1to 6: 1
if you quite type'quite' otherwise type 'no' : no
enter the number between 1to 6: 2
if you quite type'quite' otherwise type 'no' : no
enter the number between 1to 6: 3
if you quite type'quite' otherwise type 'no' : no
enter the number between 1to 6: 4
if you quite type'quite' otherwise type 'no' : no
enter the number between 1to 6: 5
if you quite type'quite' otherwise type 'no' : no
enter the number between 1to 6: 4
if you quite type'quite' otherwise type 'no' : quit
wrong choice

your score is: 19
the computer score is: 25

computer won with score of: 25
|
```

---

# INVENTORY

```
inventory={}
```

```
while True:
```

```
    a=input("enter what want you to do? add, remove, display,quit: ")
```

```
    if a=='add':
```

```
        i=input("enter item name: ")
```

```
        q=int(input("enter your quantity: "))
```

```
        if i in inventory:
```

```
            inventory[i]+=q
```

```
        else:
```

```
            inventory[i]=q
```

```
    elif a=='remove':
```

```
        i=input("enter the name of item you want to remove: ")
```

```
        q=int(input("enter the quantity you want to remove: "))
```

```
        if i in inventory and inventory[i]>=q:
```

```
            inventory[i]-=q
```

```
        elif i in inventory and inventory[i]<q:
```

```
            print("There are only {inventory[item]} left in {item} left in inventory.")
```



```

else:

    print(f"ther is no item left in inventory.")


elif a=='display':

    print("Inventory")

    for key,value in inventory.items():

        print(f"{key}:{value}")


elif a =='quit':

    break

else:

    print("invalid entry please try again. ")
= RESTART: C:\users\rudra\inventory.py
enter what want you to do? add, remove, display,quit: add
enter item name: salt
enter your quantity: 5
enter what want you to do? add, remove, display,quit: remove
enter the name of item you want to remove: salt
enter the quantity you want to remove: 2
enter what want you to do? add, remove, display,quit: display
Inventory
salt:3
enter what want you to do? add, remove, display,quit: quit

```

## **reverse forward row,column printing**

*#reverse forward row,column printing*

*st=int(input("enter the starting point "))*

*en=int(input("enter the end point "))*

*up=int(input("enter the updation "))*

*choice=input("enter your choice for forward printing or reverse printing:")*

*choice2=input("enter the choice for row printing or column printing:")*

*if choice=="forward":*

*if choice2=="row":*

*for i in range(st,en,up):*

*print(i,end=',')*

*elif choice2=="column":*

```

        for i in range(st,en,up):
            print(i)
    else:
        print("enter valid choice.")
elif choice=="reverse":
    if choice2=="row":
        for i in range(en,st,-up):
            print(i,end=',')
    elif choice2=="column":
        for i in range(en,st,-up):
            print(i)
    else:
        print("enter valid choice")
else:
    print("your both choices are wrong")

```

```

===== RESTART: C:/Users/rudra/reverse forward.py =====
enter the starting point 1
enter the end point 50
enter the updation 2
enter your choice for forward printing or reverse printing:forward
enter the choice for row printing or column printing:row
1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49,
>

```

## **rock paper scissor**

```

#rock paper scissor

import random as r

c=r.choice(['rock','scissor','paper'])

a=input("choice only one 'rock,paper,scissor':")

if(a=='rock'):
    if(c=='rock'):
        print("match draw")
    elif(c=='paper'):

```

```

        print("computer wins")
    elif(c=='scisor'):
        print("you win")
if(a=='scissor'):
    if(c=='scisor'):
        print("match draw")
    elif(c=='rock'):
        print("computer wins")
    elif(c=='paper'):
        print("you wins")
if(a=='paper'):
    if(c=='paper'):
        print("match draw")
    elif(c=='rock'):
        print("we loose")
    elif(c=='scissor'):
        print("we win")
else:
    print("nobody wins")
>
= RESTART: C:/Users/rudra/rock paper scissor.py
choice only one 'rock,paper,scissor':rock
match draw
>

```

## **VOTING SYSTEM**

```

print("options are BJP,SP,CNG,BSP,AAP")
def vote_given(votes, candidate):
    if candidate in votes:
        votes[candidate] += 1
    else:
        print(f'Error: {candidate} is not a valid candidate')
def tally_votes(votes):

```

```

total_votes = 0

for candidate, count in votes.items():

    total_votes += count

    print(f'{candidate}: {count} votes')

print(f'Total votes: {total_votes}')

candidates = input('Enter the candidates (separated by commas): ').split(',')

votes = {}

for candidate in candidates:

    votes[candidate.strip()] = 0

vote_given(votes, 'BJP')

vote_given(votes, 'CNG')

vote_given(votes, 'SP')

vote_given(votes, 'AAP')

vote_given(votes, 'BSP')

tally_votes(votes)

```

```

Python 3.11.9 (tags/v3.11.9:de54cf5, Apr  2 2024, 1
AMD64)] on win32
Type "help", "copyright", "credits" or "license()"
>>
= RESTART: C:/Users/rudra/voting system.py
options are BJP,SP,CNG,BSP,AAP
Enter the candidates (separated by commas): BJP
Error: CNG is not a valid candidate
Error: SP is not a valid candidate
Error: AAP is not a valid candidate
Error: BSP is not a valid candidate
BJP: 1 votes
Total votes: 1
>>

```