1. def find\_matrix\_shape(matrix):  
 return len(matrix), len(matrix[0]) if matrix else 0

2. import numpy as np  
 def compute\_cross\_product(array1, array2):  
 return np.cross(array1, array2)

3. import numpy as np  
 def reconstruct\_matrix(U, S, V)  
 return np.dot(u, np.dot(np.diag(s), V))

4.

1. import pygame  
   def main():   
    pygame.init()  
    screen = pygame.display.set\_mode((500, 400))  
    pygame.display.set\_caption("Canvas")  
    screen.fill((255, 255, 255))  
    running = true  
     
   while running:  
    for event in pygame.event.get
2. pygame.draw.line( screen, (255, 0, 0), (50, 50), (250, 50), 3)
3. pygame.draw.polygon( screen, (0, 0, 255), [(250, 50), (150, 200), (350, 200)])  
   pygame.draw.polygon(screen, (255, 255, 255), [(250, 100), (200, 200), (300, 200)])
4. pygame.draw.circle( screen, (128, 0, 128), (250, 150), 5)

5. import pygame  
import pygame.locals import \*  
from openGL.GL import \*  
  
pygame.init()  
pygame.display.set.mode((800, 600), DOUBLEBUF OPENGL)  
GLoRTHO(-1, 1, -1, -1, 1, -1)  
  
6. import pygame  
import pygame.locals import \*  
from openGL.GL import \*  
  
pygame.init()  
pygame.display.set.mode