IBM Python Exercise 5: Numpy

Original List: [1, 2, 3, 4]

One-dimensional NumPy array: [1 2 3 4]

```
1) <u>code:</u>
import numpy as np
 arr = np.array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
 b= np.where(arr%2!=0, -1, arr)
 print(b)
output:
[0 -1 2 -1 4 -1 6 -1 8 -1]
2) <u>code:</u>
  import numpy as np
  x=np.arange(10)
  print(x)
  y=np.reshape(x,(-1,5))
  print(y)
output:
[0 1 2 3 4 5 6 7 8 9]
[[0 1 2 3 4]
[5 6 7 8 9]]
3) code:
import numpy as np
I = [1, 2, 3, 4]
print("Original List:",I)
a = np.array(I)
print("One-dimensional NumPy array: ",a)
output:
```

```
4) <u>code:</u>
```

```
import numpy as np
x=np.arange(2,11)
y=np.reshape(x,(-1,3))
print(y)
```

output:

```
[[ 2 3 4]
[ 5 6 7]
[ 8 9 10]]
```

5) <u>code:</u>

```
import numpy as np
x = np.zeros(10)
print(x)
print("Update sixth value to 11")
x[6] = 11
print(x)
```

output:

```
[0. 0. 0. 0. 0. 0. 0. 0. 0.]
Update sixth value to 11
[0. 0. 0. 0. 0. 0. 11. 0. 0. 0.]
```

6) code:

```
import numpy as np
array1 = np.arange(12,38)
print("initial array", str(array1))
res = array1[::-1]
print("final array", str(res))
```

output:

```
initial array [12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35
36 37]
final array [37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18
17 16 15 14
13 12]
```

7) <u>code:</u>

```
import numpy as np
x = [1, 2, 3]
print("Original array:")
print(x)
x = np.append(x, [[4, 5, 6], [7, 8, 9]])
print("After append values to the end of the array:")
print(x)
```

output:

```
Original array:
[1, 2, 3]
After append values to the end of the array:
[1 2 3 4 5 6 7 8 9]
```

8) code:

```
import numpy as np
list1 = [1, 2, 3, 4, 5, 6, 7, 8]
print("List to array: ")
print(np.asarray(list1))
tuple1 = ([5, 4, 3], [2, 1, 0], [-1, -2, -3])
print("Tuple to array: ")
print(np.asarray(tuple1))
```

output:

```
List to array:
[1 2 3 4 5 6 7 8]
Tuple to array:
[[ 5 4 3]
```

9<u>) code:</u>

```
import numpy as np
out_arr = np.random.randint(low = 4, size =(3, 3))
print ("Output 3D Array filled with random integers: ", out_arr)
```

output:

```
Output 3D Array filled with random integers:
[[1 2 0]
[0 3 3]
[0 1 1]]
```