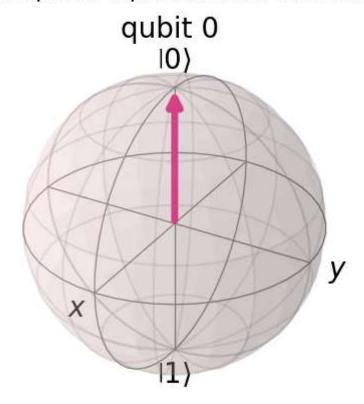
```
In [24]: # Continuation of CNOT ID1 is CNOT gate reverse, here we get same output
         # refer to http://localhost:8888/notebooks/CNOT%20ID1.ipynb
         # https://www.youtube.com/watch?v=uNrPJ3_Mttc
         from qiskit import*
         from qiskit.visualization import visualize_transition, plot_histogram, plot_bloch_mult
In [25]: #import qiskit_textbook and display the unitary matrix
         from qiskit.quantum info import Statevector
         from qiskit.visualization import array to latex
In [26]:
        # Create a quantum Circuit with 1 qubits
         qc= QuantumCircuit(1)
         state = Statevector.from_instruction(qc)
         # For Z gate to notice the phase angle change I'm adding a Pauli X gate to initialize
         #Draw the circuit
In [27]:
         #qc.draw()
         qc.x(0)
         qc.draw('mpl')
```

Out[27]:



```
In [28]: #draw the initial bloch sphere
state.draw('Bloch', title = 'Initial Bloch sphere representation of state vector')
```

## out[28]: Initial Bloch sphere representation of state vector



```
# draw the Latec
In [29]:
          state.draw('latex', prefix= '\\text{Statevector} \\psi\\rangle = ')
Out[29]:
                                             Statevector\psi\rangle = |0\rangle
In [20]: # Observe above initial state before applying the gate
          #Apply the X/Y/Z gates in the below and extract the output in different forms like 'la
          qc.z(0)
          state = Statevector.from_instruction(qc)
          state.draw('latex', prefix= '\\text{Statevector} |\\psi\\rangle = ')
Out[20]:
                                            Statevector|\psi\rangle = -|1\rangle
          #Draw the circuit
In [21]:
          #qc.draw()
          qc.draw('mpl')
Out[21]:
```

state.draw('text', prefix= '\\text{Statevector} |\\psi\\rangle = ')

In [22]:

```
Out[22]: \text{Statevector} |\psi\rangle = [ 0.+0.j,-1.+0.j]
In [23]: #draw the initial bloch sphere
state.draw('Bloch', title = 'Bloch sphere with X or Y or Z gate based on above selecti
```

Out[23]: Bloch sphere with X or Y or Z gate based on above selection

