Vinopriyasambathkumar python project

**#( 1)PROGRAM TO FIND OUT THE PRIME NUMBERS:**

num=int(input("Enter any numers:))

for i in range(2,num)

if numt%i==0:

print(num,"is not a prime number")

break

else:

print(num,"is a prime numer")

**#(2)PROGRAM TO CREATE EQUATION (a+b+c)\*(a-b-c)\*ab+a^2+b^2+(abc)^3:**

a = int(input(“Enter the a value:”))

b = int(input(“Enter the b value:”))

c = int(input(“Enter the c value:”))

d= a\*b

add = a+b+c

sub = a-b-c

mult = a\*b\*c

print(add\*sub\*d+a\*\*2+b\*\*2+mult\*\*3)

**#( 3)Ur list=[‘wood’,’knife’,’axe’] ,mylist=[‘tree’,’apple’,’mango’,’melon’] -combine two lists:**

list1=['wood','knife','axe']

list2=['tree','apple','mango','melon']

list2.extend(list1)

print(list2)

**#(4) PROGRAM FOR NATURAL NUMBERS BASED ON USER INPUT:**

n=int(input("Enter the range:"))

i=1

while i<=n:

print(i)

i=i+1

**#(5) WRITE CLASS AND FUNCTION FOR THE EQUATION**

**SQRT(X1-X2)^2+SQRT(Y1-Y2)^2 USING TRY EXCEPT HANDLING:**

from cmath import sqrt

x1 = int(input(“Enter the value of x1”))

x2 = int(input(“Enter the value of x2”))

y1 = int(input(“Enter the value of y1”))

y2 = int(input(“Enter the value of y2”))

a = sqrt(x1-x2)\*\*2

b = sqrt(y1-y2)\*\*2

c = a+b

i =0

try:

c = i/0

print(c)

except zero division error as e:

print(e)

finally:

print(“Thank You”)

**#(6) NAME = “Guvi Python”- WRITE A PROGRAM TO GET “Python” WORD FROM THE STRING:**

string="Guvi python"

L1=string.split()

L1[-1]

**#(7) PALINDROME PROGRAM:**

s=input(Enter a string:")

revsrt=(s{::-1])

if revstr==s:

print("palindrome")

else:

print("Not a palindrome")

**#(8)USING FILE HANDLING – TEXT FILE “hello world”:**

f = open(“c:/Users/User/Documents/Github/vinopriyasambathkumar/hello world.txt”,”w”)

print(“name of the file”,f.name)

print (“mode of the file”,f,mode)

print(“file s closed or not”,f.closed)

f.close()

print(“file s closed or not”,f.closed)

**#(9)CREATE OPTION UTTON USING TKINTER GUI IN PYTHON:**

import tkinter

from tkinter import \*

root = Tk()

root.title(“calculator”)

root.geometry(“570\*600+100\*200)

root.resizable(False,False)

root.configure(bg=”#17161b”)

equation = “ ”

def show(value)

global equation

equation+=value

label\_result.config(text=equation)

def clear( )

global equation

equation = “ ”

label\_result.config(text=equation)

def calculate( )

global equation

result = “ ”

if equation !=” ”:

try:

result = eval(equation)

except:

result =”error”

equation = “ “

label\_result.config(text=result)

label\_result.config(text=equation)

label\_result= Label(root,width=25,height=2,text=””,font(“arial”,30))

label\_result.pack()

Button(root,text=”c”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#3697f5”,command=lamda: clear()).place(x=10,y=100)

Button(root,text=”/”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36”,command=lamda:show(“/”)).place(x=150,y=100)

Button(root,text=”%”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“%”)).place(x=290,y=100)

Button(root,text=”\*”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“\*”)).place(x=430,y=100)

Button(root,text=”7”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“7”)).place(x=10,y=200)

Button(root,text=”8”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“8”)).place(x=150,y=200)

Button(root,text=”9”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“9”)).place(x=290,y=200)

Button(root,text=”-”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“-”)).place(x=430,y=200)

Button(root,text=”4”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“4”)).place(x=10,y=300)

Button(root,text=”5”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“5”)).place(x=150,y=300)

Button(root,text=”6”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“6”)).place(x=290,y=300)

Button(root,text=”+”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“+”)).place(x=430,y=300)

Button(root,text=”1”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“1”)).place(x=10,y=400)

Button(root,text=”2”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“2”)).place(x=150,y=400)

Button(root,text=”3”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“3”)).place(x=290,y=400)

Button(root,text=”0”,width=11,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36,command=lamda:show(“0”)”).place(x=10,y=500)

Button(root,text=”.”,width=5,height=1,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#2a2d36” ,command=lamda:show(“.”)).place(x=290,y=500)

Button(root,text=”=”,width=5,height=3,font(“ariel”,30,”bold”),bg=1,fg=”#fff”,bg=”#fe903” ,command=lamda:calculate()).place(x=430,y=400)

root.mainloop()

**#(10) EXTRACT NUMERS FROM THE STRING:**

x="89e9jcd^o38829@3%3,/mkl$w1"

def extract\_nums(string):

nums=[ ]

for char in string:

if char.isnimaric():

num=int(char)

nums.append(num)

return nums

print(extract\_nums(x))