## Ex.No.1. RANDOM CLASSIFICATION

## Aim:

To write a python program to perform random classification.

## **Equipment's Required:**

- 1. Hardware PCs
- 2. Anaconda Python 3.7 Installation / Moodle-Code Runner / Google Colab

## **Concept:**

#### **NUMPY**

NumPy is a library for the Python programming language, adding support for large, multidimensional arrays and matrices, along with a large collection of high-level mathematical functions to operate on these arrays.

#### SK LEARN

Scikit-learn is a free software machine learning library for the Python programming language. It features various classification, regression and clustering algorithms including support-vector machines.

#### **MATPLOTLIB**

Matplotlib is a plotting library for the Python programming language and its numerical mathematics extension NumPy. It provides an object-oriented API for embedding plots into applications using generalpurpose GUI toolkits like Tkinter, wxPython, Qt, or GTK.

## Algorithm:

- 1. Start the program.
- 2. Import libraries required as per requirement.
- 3. Define dataset use the make\_blobs() function to generate a synthetic multi -class classification dataset.
- 4. summarize dataset shape
- 5. summarize observations by class label
- 6. summarize first few examples
- 7. plot the dataset and color the by class label
- 8. stop the program

## **Program:**

/\* Program to implement random classification.

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```
*/
from numpy import where
from collections import Counter
from sklearn.datasets import make_blobs
from matplotlib import pyplot
X,y=make_blobs(n_samples=10,centers=2,random_state=)
print(X.shape,y.shape)
counter=Counter(y)
print(counter)
for i in range(5):
    print(X[i],y[i])
for label,_ in counter.items():
    row_ix=where(y==label)[0]
pyplot.scatter(X[row_ix,0],X[row_ix,1],label=str(label))
pyplot.legend()
```

## **Output:**

# **Result:**

Thus, the python program performed random classification successfully.