11.

Class:

A class Is user defined and it is used to create an object. It is a blueprint of an object

Object:

It used to access the class. Class is the blueprint of class.

6.

def is\_prime(n):

if n <= 1:

return False

for i in range(2, n):

if n % i == 0:

return False

return True

number = 11

print(is\_prime(number))

PROGRAMMING QUESTIONS:

4.

def find\_dupli(arr):

dupli = []

for i in arr:

if arr.count(i) > 1 and i not in dupli:

dupli.append(i)

return dupli

array = [1, 2, 3, 3, 4, 5]

dupli = find\_dupli(array)

print(dupli)

5.

def is\_palindrome(s):

return s == s[::-1]

s="mam"

print(is\_palindrome(s))