1. Dictionary Comprehension Exercise:

Create a dictionary where the keys are numbers from 1 to 10 and the values are their squares:

```
squares = {x: x**2 for x in range(1, 11)}
print(squares)

$\frac{1}{2}$ {1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81, 10: 100}$
```

2. List Comprehension Exercise:

Generate a list of even numbers from 1 to 20:

3. Nested Dictionary Comprehension:

Create a dictionary where the keys are tuples of (x, y) for x in range(2) and y in range(2), and the values are the sum of x and y:

4. Lambda and filter():

Create a list of numbers from 1 to 10 and use filter() with a lambda expression to create a new list that contains only the odd numbers:

```
numbers = list(range(1, 11))
odd_numbers = list(filter(lambda x: x % 2 != 0, numbers))
print(odd_numbers)

[1, 3, 5, 7, 9]
```

5. Email Validation: Validate an email address using a regular expression:

```
import re

def validate_email(email):
    pattern = r'^[a-zA-Z0-9._%+-]+@[a-zA-Z0-9.-]+\.[a-zA-Z]{2,}$'
    if re.match(pattern, email):
        print("Valid Email")
    else:
        print("Invalid Email")

validate_email("example@example.com")

>>> Valid Email
```

6. Password Strength Checker:

→ Valid Password

Check if a password is strong based on the given criteria:

```
import re

def validate_password(password):
    pattern = r'^(?=.*[a-z])(?=.*[A-Z])(?=.*\d)(?=.*[@$!%*?&])[A-Za-z\d@$!%*?&]{8,18}$'
    if re.match(pattern, password):
        print("Valid Password")
    else:
        print("Invalid Password")

validate_password("StrongPass1!")
```

7. Extracting URLs:

Extract all URLs from a given text

```
import re

def extract_urls(text):
    pattern = r'http[s]?://(?:[a-zA-Z]|[0-9]|[$-_@.&+]|[!*\\(\\),]|(?:%[0-9a-fA-F][0-9a-fA-F]))+'
    urls = re.findall(pattern, text)
    return urls

sample_text = "Check out https://example.com and http://example.org."
print(extract_urls(sample_text))

Thttps://example.com', 'http://example.org.']
```

8. UPI ID Validator:

Validate a UPI ID based on the given rules:

```
import re

def validate_upi_id(upi_id):
    pattern = r'^[a-zA-Z0-9.\-_]+@[a-zA-Z0-9.\-_]+$'
    if re.match(pattern, upi_id):
        print("Valid UPI ID")
    else:
        print("Invalid UPI ID")

validate_upi_id("user@bank")
```

→ Valid UPI ID

9. Bank Account Class:

Implement a BankAccount class:

```
class BankAccount:
    def __init__(self, account_number, account_holder, balance=0):
        self.account_number = account_number
        self.account_holder = account_holder
        self.balance = balance
    def deposit(self, amount):
        self.balance += amount
        return self.balance
    def withdraw(self, amount):
       if amount > self.balance:
           print("Insufficient balance")
        else:
            self.balance -= amount
        return self.balance
account = BankAccount("12345", "John Doe")
account.deposit(500)
account.withdraw(200)
print(account.balance)
→ 300
```

10. Inheritance Example:

```
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age

    def display(self):
        print(f"Name: {self.name}, Age: {self.age}")

class Student(Person):
    def __init__(self, name, age, student_id):
```

```
super().__init__(name, age)
        self.student_id = student_id
    def display_student_details(self):
       self.display()
        print(f"Student ID: {self.student_id}")
student = Student("Alice", 20, "S12345")
student.display_student_details()
    Name: Alice, Age: 20
Student ID: S12345
11. Polymorphism with Shapes
import math
class Shape:
    def area(self):
       pass
class Circle(Shape):
    def __init__(self, radius):
        self.radius = radius
    def area(self):
        return math.pi * self.radius ** 2
class Square(Shape):
    def __init__(self, side):
        self.side = side
    def area(self):
        return self.side ** 2
shapes = [Circle(5), Square(4)]
for shape in shapes:
    print(shape.area())
    78.53981633974483
12. Encapsulation in a Class:
class Motorcycle:
    def __init__(self, color, engine_size, max_speed):
        self.__color = color
       self.__engine_size = engine_size
       self.__max_speed = max_speed
    def get_color(self):
        return self.__color
    def set_color(self, color):
        self.__color = color
    def get_engine_size(self):
        return self.__engine_size
    def set_engine_size(self, engine_size):
       self.__engine_size = engine_size
    def get_max_speed(self):
        return self.__max_speed
    def set_max_speed(self, max_speed):
        self.__max_speed = max_speed
bike = Motorcycle("Red", "500cc", 180)
print(bike.get_color())
bike.set_color("Blue")
print(bike.get_color())
<del>_</del>→
     Red
     Blue
```

13. Basic Decorator Creation:

```
def uppercase_decorator(func):
    def wrapper():
        result = func()
        return result.upper()
    return wrapper

@uppercase_decorator
def greet():
    return "hello world"

print(greet())

14. Timing Decorator:

import time

def time_it(func):
    def wrapper(*args, **kwargs):
        start_time = time.time()
    result
```

Double-click (or enter) to edit