

Question 1:

Number game between user and computer. The user starts by entering either 1 or 2 or 3 digits starting from 1 sequentially. The computer can return either 1 or 2 or 3 next digits in sequence, starting from the max number played by the user. User enters the next 1 or 2 or 3 next digits in sequence, starting from the max number played by the computer. Whoever reaches 20 first wins the game.

Note:

- the numbers should be in sequence starting from 1.
- minimum number user or computer should pick is at least 1 digit in sequence
- maximum number user or computer can pick only 3 digits in sequence

Example 1:

Player: 1 2

Computer played: [3, 4]

Player: 5 6 7

Computer played: [8, 9]

Player: 10

Computer played: [11, 12, 13]

Player: 14 15

Computer played: [16, 17, 18]

Player: 19 20

Player Wins!!!

Example 2:

Player: 1

Computer played: [2, 3]

Player: 4 5

Computer played: [6, 7, 8]

Player: 9 10

Computer played: [11]

Player: 12

Computer played: [13]

Player: 14 15

Computer played: [16]

Player: 17 18

Computer played: [19, 20]

Computer Wins!!!

PROGRAM:

```
import random
```

```
def computer_move(current_number):
```

```
    """Computer picks 1, 2, or 3 numbers in sequence starting from current_number."""
```

```
    max_pick = min(3, 20 - current_number)
```

```
    computer_choice = random.randint(1, max_pick)
```

```
    return [current_number + i for i in range(1, computer_choice + 1)]
```

```
def user_move(current_number):
```

```
    """Prompt user to enter 1, 2, or 3 numbers in sequence starting from current_number."""
```

```
    while True:
```

```
        try:
```

```
            user_input = input(f"Enter 1, 2, or 3 numbers in sequence starting from {current_number + 1}: ")
```

```
            user_numbers = list(map(int, user_input.split()))
```

```
            # Validate user input
```

```
            if not (1 <= len(user_numbers) <= 3):
```

```
                raise ValueError("You must pick between 1 and 3 numbers.")
```

```
            if user_numbers[0] != current_number + 1 or any(
```

```
                user_numbers[i] != user_numbers[i - 1] + 1 for i in range(1, len(user_numbers))):
```

```
                raise ValueError("Numbers must be sequential.")
```

```
            if user_numbers[-1] > 20:
```

```
                raise ValueError("Numbers cannot exceed 20.")
```

```
        return user_numbers
    except ValueError as e:
        print(e)
```

```
def play_game():
```

```
    current_number = 0
```

```
    print("Welcome to the Number Game! The goal is to reach 20.")
```

```
    while current_number < 20:
```

```
        # User's turn
```

```
        user_numbers = user_move(current_number)
```

```
        current_number = user_numbers[-1]
```

```
        print(f"You picked: {user_numbers}")
```

```
    if current_number >= 20:
```

```
        print("Congratulations! You reached 20 first and won the game!")
```

```
        break
```

```
    # Computer's turn
```

```
    computer_numbers = computer_move(current_number)
```

```
    current_number = computer_numbers[-1]
```

```
    print(f"Computer picked: {computer_numbers}")
```

```
    if current_number >= 20:
```

```
        print("Computer reached 20 first. You lost the game.")
```

```
        break
```

```
if __name__ == "__main__":
```

```
    play_game()
```

OUTPUT:

```
===== RESTART: C:\Users\saiKr\OneDrive\Desktop\jntu\ass1.py =====  
Welcome to the Number Game! The goal is to reach 20.  
Enter 1, 2, or 3 numbers in sequence starting from 1: 1 2 3  
You picked: [1, 2, 3]  
Computer picked: [4]  
Enter 1, 2, or 3 numbers in sequence starting from 5: 5  
You picked: [5]  
Computer picked: [6]  
Enter 1, 2, or 3 numbers in sequence starting from 7: 7 8 9  
You picked: [7, 8, 9]  
Computer picked: [10]  
Enter 1, 2, or 3 numbers in sequence starting from 11: 11 12  
You picked: [11, 12]  
Computer picked: [13, 14, 15]  
Enter 1, 2, or 3 numbers in sequence starting from 16: 16  
You picked: [16]  
Computer picked: [17, 18]  
Enter 1, 2, or 3 numbers in sequence starting from 19: 19 20  
You picked: [19, 20]  
Congratulations! You reached 20 first and won the game!
```

Question 2:

Develop a function called `ncr(n,r)` which computes r-combinations of n-distinct object . use this function to print pascal triangle, where number of rows is the input

PROGRAM:

```
def fact(n):
    i = 1
    f = 1
    while (i <= n):
        f = f * i
        i = i + 1
    return f

# nCr function
def ncr(n, r):
    temp1 = fact(n)
    temp2 = fact(n - r)
    temp3 = fact(r)
    return temp1 // (temp2 * temp3)

#pasascal
n = int(input("Enter no. of rows: "))
for i in range(n):
    for j in range(i + 1):
        print(ncr(i, j), end=' ')
    print()
```

OUTPUT:

```
===== RESTART: C:/Users/saigr/OneDrive/Desktop/jntu/ass2.py =====
Enter no. of rows: 3
1
1 1
1 2 1

===== RESTART: C:/Users/saigr/OneDrive/Desktop/jntu/ass2.py =====
Enter no. of rows: 4
1
1 1
1 2 1
1 3 3 1
```

Question 3:

Read a list of n numbers during runtime. Write a Python program to print the repeated elements with frequency count in a list.

Example :

Input:- [2,1,2,3,4,5,1,3,6,2,3,4]

Output:-

Element 2 has come 3 times

Element 1 has come 2 times

Element 3 has come 2 times

Element 4 has come 2 times

Element 1 has come 1 times

Element 6 has come 1 times

PROGRAM:

```
from collections import Counter

#input
n = int(input("Enter the number of elements in the list: "))
numbers = []

#n inputs
for i in range(n):
    num = int(input(f"Enter number {i + 1}: "))
    numbers.append(num)

# Counting the frequency
frequency_count = Counter(numbers)

# Printing repeated elements
print("\nRepeated elements with their frequency count:")
for num, count in frequency_count.items():
    if count > 1:
        print(f"{num}: {count} times")
```

OUTPUT:

```
===== RESTART: C:/Users/saikr/OneDrive/Desktop/jntu/ass3.py =====
Enter the number of elements in the list: 5
Enter number 1: 1
Enter number 2: 2
Enter number 3: 1
Enter number 4: 3
Enter number 5: 3

Repeated elements with their frequency count:
1: 2 times
3: 2 times
> |
```

Question 4:-

a Develop python code to read matrix A of order 2X2 and Matrix B of order 2X2 from a file and perform the addition of Matrices A & B and Print the results.

PROGRAM:

```
def read_matrix(file):
    """Read a 2x2 matrix from the file."""
    matrix = []
    for _ in range(2): # Read 2 rows
        row = list(map(int, file.readline().strip().split()))
        matrix.append(row)
    return matrix

def add_matrices(matrix_a, matrix_b):
    """Add two 2x2 matrices."""
    return [[matrix_a[i][j] + matrix_b[i][j] for j in range(2)] for i in range(2)]

def main():
```

```

# Open the file and read the matrices
with open('matrices.txt', 'r') as file:
    label_a = file.readline().strip() # Read label for Matrix A
    matrix_a = read_matrix(file)     # Read Matrix A
    label_b = file.readline().strip() # Read label for Matrix B
    matrix_b = read_matrix(file)     # Read Matrix B

# Add matrices A and B
result_matrix = add_matrices(matrix_a, matrix_b)

# Print the result
print(f"Result of {label_a} + {label_b}:")
for row in result_matrix:
    print(row)

if __name__ == "__main__":
    main()

```

MATRICES.TXT:

Matrix A

1 2

3 4

Matrix B

5 6

7 8

OUTPUT:

```

===== RESTART: C:\Users\salk
Result of Matrix A + Matrix B:
[6, 8]
[10, 12]
> |

```


Question 5:-

Write a program that overloads the + operator so that it can add two objects of the class Fraction.

Fraction can be considered of the form P/Q where P is the numerator and Q is the denominator

PROGRAM:

```
import math
```

```
class Fraction:
```

```
    def __init__(self, numerator, denominator):
```

```
        if denominator == 0:
```

```
            raise ValueError("Denominator cannot be zero.")
```

```
        self.numerator = numerator
```

```
        self.denominator = denominator
```

```
        self.simplify()
```

```
    def simplify(self):
```

```
        gcd = math.gcd(self.numerator, self.denominator)
```

```
        self.numerator //= gcd
```

```
        self.denominator //= gcd
```

```
    def __add__(self, other):
```

```
        if not isinstance(other, Fraction):
```

```
            raise TypeError("Can only add Fraction objects")
```

```
# P1/Q1 + P2/Q2 Formula
```

```
    numerator = self.numerator * other.denominator + other.numerator * self.denominator
```

```
    denominator = self.denominator * other.denominator
```

```
    return Fraction(numerator,denominator)
```

```
    def __str__(self):
```

```
        return f"{self.numerator}/{self.denominator}"
```

```
#main
```

```
fraction1 = Fraction(1, 2)
fraction2 = Fraction(1, 3)
result = fraction1 + fraction2
print(result)
```

OUTPUT:

```
File Edit Shell Debug Options Window Help
Python 3.13.0 (tags/v3.13.0:60403a5, Oct 7 2024, 09:38:07) [MSC v.1941 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py =====
Traceback (most recent call last):
  File "C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py", line 27, in <module>
    result = fraction1 + fraction2
  File "C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py", line 14, in __add__
    if type(other) != type(Fraction()):
TypeError: Fraction.__init__() missing 2 required positional arguments: 'numerator' and 'denominator'
>>>
===== RESTART: C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py =====
Traceback (most recent call last):
  File "C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py", line 27, in <module>
    result = fraction1 + fraction2
  File "C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py", line 14, in __add__
    if type(other) != type(Fraction(numerator, denominator)):
UnboundLocalError: cannot access local variable 'numerator' where it is not associated with a value
>>>
===== RESTART: C:/Users/saikr/OneDrive/Desktop/jntu/ass5.py =====
5/6
>>> |
```