

PYTHON LAB MANUAL

1a) Write a python program to find the best of two test average marks out of three test's marks accepted from the user.

```
print("Enter the three internals marks:")
m1 = int(input("Enter marks1:"))
m2 = int(input("Enter marks2:"))
m3 = int(input("Enter marks3:"))
print("Marks1:", m1)
print("Marks2:", m2)
print("Marks3:", m3)
small=m1
if small > m2:
    small = m2
if small > m3:
    small = m3
avg=(m1+m2+m3-small)/2;
print("Average of best two test out of three test is",avg)
```

1b) Develop a Python program to check whether a given number is palindrome or not and also count the number of occurrences of each digit in the input number.

```
rev = 0
num = int(input("Enter the number:"))

temp = num
n=str(temp)

while num > 0:
    digit = num%10
    rev = rev*10+digit
    num //= 10

print("Given Number is", temp)
print("Reversed Number is", rev)

if temp == rev:
    print(temp, "is a Palindrome")
```

Python Programming Manual Collection

Brendan G. Carr



Python Programming Manual Collection:

Handbook of Object Technology Saba Zamir,1998-12-18 The object oriented paradigm has become one of the dominant forces in the computing world According to a recent survey by the year 2000 more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field outlining emerging technologies latest advances current trends new specifications and ongoing research The handbook divides into 13 sections each containing chapters related to that specific discipline Up to date non abstract information provides the reader with practical useful knowledge directly applicable to the understanding and improvement of the reader s job or the area of interest related to this technology Handbook of Object Technology discusses the processes notation and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis design tools client server application development environments

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Human Factors in Design, Engineering, and Computing Tareq Ahram, Waldemar Karwowski, Jay Kalra, 2025-11-20 Proceedings of the AHFE International Conference on Human Factors in Design Engineering and Computing AHFE 2025 Hawaii Edition Hawaii USA 8 10 December 2025

Computer and Computing Technologies in Agriculture IX Daoliang Li, Zhenbo Li, 2016-11-11 The two volumes IFIP AICT 478 and 479 constitute the refereed post conference proceedings of the 9th IFIP WG 5 14 International Conference on Computer and Computing Technologies in Agriculture CCTA 2015 held in Beijing China in September 2015 The 122 revised papers included in this volume were carefully selected from 237 submissions They cover a wide range of interesting theories and applications of information technology in agriculture including intelligent sensing monitoring and automatic control technology key technology and models of the Internet of things intelligent technology for agricultural equipment computer vision computer graphics and virtual reality computer simulation optimization and modeling cloud computing and agricultural applications agricultural big data decision support systems and expert systems 3s technology and precision agriculture quality and safety of agricultural products detection and tracing technology and agricultural electronic commerce technology

HCI International 2024 - Late Breaking Posters Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy, 2024-12-29 The three volume set CCIS 2319 2321 constitutes the proceedings of the 26th International Conference on Human Computer Interaction HCII 2024 held in Washington DC USA during June 29 July 4 2024 For the HCII 2024 proceedings a total of 1271 papers and 309 posters was carefully reviewed and selected from 5108 submissions Additionally 222 papers and 104 posters are included in the volumes of the proceedings published after the conference as Late Breaking Work The posters presented in these three volumes are organized in the following topical sections Part I User Interface and Interaction Design Usability and User Experience Evaluation Innovative Technologies and Human Centered Solutions Part II Innovations in Extended Reality Smart Systems and Intelligent Design AI and Design for Human Centric Applications Part III Design for Health and Well being Advanced Interactive Technologies for Learning Gaming Gamification and Immersive Design Technology Enhanced Experiences in Cultural Heritage

Python Programming Clive Campbell, 2019-06-25 Buy the Paperback Version of this Book and get the Kindle Book version for FREE Python programming the ultimate guide from a beginner to expert is the right book for the reader that is new to python programming and at the same time wants to learn all the necessary tools to use python in a professional and effective way The most exciting parts of the book are Basics of Python Programming Language Types of

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Recent Advances in Logistics, Supply Chain and Transportation, Volume 1 V. Madhusudanan Pillai,Chalumuri Ravi Sekhar,Mark Goh,2026-01-01 This book presents select proceedings of the first International Conference on Logistics Supply Chain and Transportation ICLST 2024 and provides the reader a comprehensive view of the latest developments in research and practice in the domains of transportation engineering logistics and supply chain management The topics covered include agriculture and healthcare supply chains freight humanitarian and maritime logistics production and operations management work study and ergonomics industry 4 0 remote sensing and GIS sustainability and transportation systems The book will be a valuable reference for professionals and researchers in the domains of logistics transportation and supply chain management

Explorations in Computing John S. Conery,2014-09-24 An Active Learning Approach to Teaching the Main Ideas in Computing Explorations in Computing An Introduction to Computer Science and Python Programming teaches computer science students how to use programming skills to explore fundamental concepts and computational approaches to solving problems Tbook gives beginning students an introduction to computer science concepts and computer programming Designed for CS0 and CS1 courses it is very well suited for alternative lecture styles including flipped classrooms Prepares Students for Advanced Work in Computer ScienceA revised and updated version of the author s Explorations in Computing An Introduction to Computer Science this text incorporates two major differences It now uses Python instead of Ruby as the lab software so that students can seamlessly transition from introductory projects to more advanced studies in later courses The book also introduces Python programming providing students with sufficient programming skills so they can implement

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Big Data and Data Science Dhaanyalakshmi Ahuja, 2025-01-03 Big Data and Data Science Analytics for the Future dives into the fundamentals of big data and data science We explain the data science life cycle and its major components such as statistics and visualization using various programming languages like R As technology evolves the significance of data science and big data analytics continues to grow making this field increasingly important Our book is designed in a reader friendly manner targeting newcomers to data science Concepts are presented clearly and can be easily implemented through the procedures and algorithms provided As data collection multiplies exponentially analytics remains an evolving field with vast career opportunities We cater to two types of readers those skeptical about the benefits of big data and predictive analytics and enthusiasts keen to explore current applications of these technologies Big data is a fantastic choice for launching a career in IT and this book equips you with the knowledge needed to succeed We cover a broad spectrum of topics ensuring a strong foundation in data science and big data analytics

On-Demand Publishing ,1999 **Multimedia Technology and Enhanced Learning** Shui-Hua Wang, Yu-Dong Zhang, 2022-10-19 This proceedings ICMTEL 2022 constitutes the refereed proceedings of the 4th International Conference on Multimedia Technology and Enhanced Learning ICMTEL 2022 held in April 2022 Due to the COVID 19 pandemic the conference was held virtually The 59 revised full papers have been selected from 188 submissions They were organized in topical sections as follows internet of things and communication education and enterprise machine learning big data and signal processing workshop of data fusion for positioning and navigation and workshop of intelligent systems and control

Mobile Python Jürgen Scheible, Ville Tuulos, 2007-11-28 Mobile Python is the introduction of Python programming language to the mobile space This practical hands on book teaches readers how to realize their application ideas on the Symbian OS Programming on the Symbian mobile platform has been difficult and time consuming in the past This innovative new title will remedy this problem Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the simple to code ones and then increasing in complexity

Python Charlie Masterson, 2017-02-09 Have you learned the basics of Python and want to go further Not sure what to do where to go or what topics you should be studying You have come to the right place this book Python Advanced Guide to Programming Code with Python will take you through several of the more important advanced concepts In this Definitive Python Advanced Level Guide you re about to discover Comprehensions learn how to use constructs to build a sequence from another

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following part nonetheless we'll set aside some effort to investigate the mechanics of variable task in more detail than we have here This ends up being maybe the most crucial thought in Python In this part we took a top to bottom visit through the string object type We found out about coding string literals and we investigated string tasks including arrangement articulations string strategy calls and string organizing with the two articulations and technique calls En route we contemplated an assortment of ideas inside and out like cutting technique call punctuation and triple cited block strings We likewise characterized some center thoughts normal to an assortment of types successions for instance share a whole arrangement of tasks Buy it Now and let your customers get addicted to this amazing book **Linux in a Nutshell** Jessica Perry Hekman, 1997 Linux in a Nutshell covers the core commands available on common Linux distributions This isn't a scaled down quick reference of common commands but a complete reference containing all user programming administration and networking commands Contents include Commands with complete lists of options Shell syntax for the bash csh and tcsh shells Pattern matching emacs vi and editing commands sed and awk commands Software development commands This book also documents a wide range of GNU tools for UNIX users who have GNU versions of standard UNIX tools You'll find all the essential commands you need to run your system as well as all the commands that historically have been included on UNIX systems Specialized packages included in most distributions of Linux are not covered Linux in a Nutshell is a must for any Linux user it weighs less than a stack of manual pages but gives you everything you need for common day to day use

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