

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")
```

Framework Python Programming Manual

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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 Science A 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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