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Course outline

How does an NPTEL online course work?

Week 0

Week 1

Week 2

Week 3

week 4

Practice is the key (unit? unit=59&lesson=60)

Magic Square: Hit and Trial 01 (unit? unit=59&lesson=61)

Magic Square: Hit and Trial 02 (unit? unit=59&lesson=62)

Magic Square: Hit and Trial 03

Programming Assignment-3: Matrix

Due on 2020-02-27, 23:59 IST

You are provided with the number of rows (R) and columns (C). Your task is to generate the matrix having R rows and C columns such that all the numbers are in increasing order starting from 1 in row wise manner.

Input Format:

The first line contain two numbers R and C separated by a space.

Output Format:

Print the elements of the matrix with each row in a new line and elements of each row are separated by a space.

NOTE: There should not be any space after the last element of each row and no new line after the last row.

Example:

Input:

```
3 3
```

Output:

```
1 2 3
4 5 6
7 8 9
```

Explanation:

Starting from the first row, the numbers are present in the increasing order. Since it's a 3X3 matrix, the numbers are from 1 to 9.

Sample Test Cases

Input	Output
-------	--------

(unit?
unit=59&lesson=63)

Magic Square:
Hit and Trial 04
(unit?
unit=59&lesson=64)

Test Case 1

4 4

```
1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 16
```

Magic Square:
Hit and Trial 05
(unit?
unit=59&lesson=65)

Test Case 2

5 5

```
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
```

Let's program
and play (unit?
unit=59&lesson=66)

Dobble Game -
Spot the
similarity 01
(unit?
unit=59&lesson=67)

Test Case 3

10 10

```
1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50
51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70
71 72 73 74 75 76 77 78 79 80
81 82 83 84 85 86 87 88 89 90
91 92 93 94 95 96 97 98 99 100
```

Dobble Game -
Spot the
similarity 02
(unit?
unit=59&lesson=68)

Test Case 4

2 3

```
1 2 3
4 5 6
```

Dobble Game -
Spot the
similarity 03
(unit?
unit=59&lesson=69)

Test Case 5

3 2

```
1 2
3 4
5 6
```

Dobble Game -
Spot the
similarity 04
(unit?
unit=59&lesson=70)

Test Case 6

3 4

```
1 2 3 4
5 6 7 8
9 10 11 12
```

What is your
date of birth?
(unit?
unit=59&lesson=71)

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.
Sample solutions (Provided by instructor)

Birthday
Paradox - Find
your twin 01
(unit?
unit=59&lesson=72)

```
1 a,b=map(int,input().split())
2
3 count=1
4 m = []
5 for i in range(1,a+1):
6     l = []
7     for j in range(1,b+1):
8         l.append(count)
9         count+=1
10    m.append(l)
```

Birthday
Paradox - Find
your twin 02
(unit?
unit=59&lesson=73)

```
11 for i in range(a):
12     for j in range(b):
13         if(j==b-1):
14             print(m[i][j], end="")
15         else:
16             print(m[i][j], end=" ")
17     if(i!=a-1):
18         print()
19
```

Birthday
Paradox - Find
your twin 03
(unit?
unit=59&lesson=74)

- Birthday Paradox - Find your twin 04 (unit? unit=59&lesson=75)
- Birthday Paradox - Find your twin 05 (unit? unit=59&lesson=76)
- What's your favourite movie? (unit? unit=59&lesson=77)
- Guess the Movie Name 01 (unit? unit=59&lesson=78)
- Guess the Movie Name 02 (unit? unit=59&lesson=79)
- Guess the Movie Name 03 (unit? unit=59&lesson=80)
- Guess the Movie Name 04 (unit? unit=59&lesson=81)
- Guess the Movie Name 05 (unit? unit=59&lesson=82)
- Guess the Movie Name 06 (unit? unit=59&lesson=83)
- Quiz : Assignment 4 (assessment? name=263)
- Programming Assignment-1: Digits (/noc20_cs35/progassignment? name=280)
- Programming Assignment-2: Factorial (/noc20_cs35/progassignment? name=281)

**Programming
Assignment-
3: Matrix**
(/noc20_cs35/progassignment?
name=282)

Week 4
Feedback
(unit?
unit=59&lesson=283)

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Week 12

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