

1. Create a package named 'cricket' which will contain modules named batsman and bowler. Create following functions in respective modules. Import the package and call all these functions in your program  
batsman: `findaverage(runs,matches)`, `strikerate(runs,balls)`  
bowler: `findavg(runs,wickets)`, `economyrate(overs, runs)`
2. Write a Python function to find whether the number is prime or not.  
`def isPrime(num)`
3. Write a function `is_palindrome(string)` that takes a string as input and returns True if the string reads the same backward as forward (e.g., "racecar" is a palindrome).
4. Write a function `reverse_list(data)` that takes a list as input and returns a new list with the elements in reverse order (e.g., `reverse_list([1, 2, 3])` returns `[3, 2, 1]`).
5. Write a function `write_file(filename, content)` that takes a filename and content as input and writes the content to the specified file.
6. Write a function `copy_file(source_filename, destination_filename)` that takes the source and destination filenames as input and copies the content of the source file to the destination file. Handle cases where the source file doesn't exist.
7. Implement a function to calculate the dot product of two NumPy arrays.
8. Implement a GUI with a radio button selection for choosing a favorite color (e.g., red, green, blue). Change the background color of the window based on the selected radio button.
9. Design a currency converter GUI. Allow users to enter an amount and select the currencies they want to convert between (e.g., USD, EUR). Display the converted amount in the selected currency.