In [ ]:
```
#wap as the user enter a number
# find if the number is even or odd
```

In [ ]:
```
# step 1: read the number
# step2:if<condition>:
#  step 3:##########
# step4:else:
#    step5:########
```

In [ ]:
```
num=eval(input("Enter a number"))
if num%2==0:
    print(f'Number {num} is even')
else:
    print(f"Number {num} is odd")
```

In [7]:
```
#read a random number between 10 nd 50
import random
num=random.randint(10,50)

if num%2==0:
    print(f'Number {num} is even')
else:
    print(f"Number {num} is odd")
```

```
Number 48 is even
```

In [9]:
```
#Different methods of feeding the number in the system


#Method - 1 - direct value

num=56
if num%2==0:
    print(f'Number {num} is even')
else:
    print(f"Number {num} is odd")


#Method - 2- giving the value from keyboard

num=eval(input("Enter a number"))
if num%2==0:
    print(f'Number {num} is even')
else:
    print(f"Number {num} is odd")

#Method - 3 - Random value without the involvement of the user
import random
num=random.randint(10,50)

if num%2==0:
    print(f'Number {num} is even')
else:
    print(f"Number {num} is odd")
```

```
Number 56 is even
Enter a number56
Number 56 is even
Number 42 is even
```

In [13]:
```
# Wap ask the user enter the number between 1 to 100
# print 'greater than 50' if the value is greater than 50 else print 'less than

num=eval(input('Enter the number between 1 to 100: '))
if num>=50:
    print('greater than or equal to 50')
else:
        print('less than 50')
```

```
Enter the number between 1 to 100: 50
greater than or equal to 50
```

In [18]:
```
#improvise the above code by giving the random number

import random
num=random.randint(1,100)

if num>=50:
    print(f'{num} is greater than or equal to 50')
else:
        print(f'{num} is less than 50')
```

```
70 is greater than or equal to 50
```

In [ ]:
```
#wap take one number as a random number between 1 to 10 :num1
#ask the user to enter a number from keyboard :num2
#if num1 equl to num2 print you won
#if num1 not equal to num2(else) print you lost
```

In [25]:
```
num1=random.randint(1,10)
num2=eval(input("Enter the number between 1 to 10: "))
if num1==num2:
    print('YOU WON')
else:
    print('YOU LOST')
```

```
Enter the number between 1 to 10: 22
YOU LOST
```

In [ ]:
```
#wap
#conductor:show me id card:id
#mother:yes
#   print('enjoy the free bus')
#mother:no
#  conductor:pay the money
#  mother: how much
#  conductor: how many kilometers
#    mother : how much fare for km
#         conductor: 2rs:fare
#                 total=dis*fare
```

In [30]:
```
import time
id1=input('Conductor: Do you have id yes or no? ')
if id1=='yes':
    print('Enjoy the free bus')
else:
    print('conductor:pay the money')
    time.sleep(2)
    print('mother: how much')
    time.sleep(2)
    print(' conductor: how many kilometers')
    time.sleep(2)
    print('mother : how much fare for km')
    fare=eval(input( 'conductor : the fare is rs per km'))
    distance=eval(input("mother: the distance in km is "))
    total =fare*distance
    print(f'The total cost is {total}')
```

```
Conductor: Do you have id yes or no? no
conductor:pay the money
mother: how much
 conductor: how many kilometers
mother : how much fare for km
conductor : the fare is rs per km85
mother: the distance in km is 96
the total cost is 8160
```

In [31]:
```
#even odd
#if  else
#greater less than zero
#if  else
#yes no
#if else


#>0 pos       <0 neg     =0 zero
#if<con>       elif<con>    else



#>95 A     >75 B              >50 C    <50 D
#if<con>       elif<con>    elif<con>   else
```

In [35]:
```
#WAP ask the user to input from keyboard
# if num is > 0 positive
# if num is < 0 negative
# if num is = 0 zer0
num3=eval(input('Enter the number'))
if num3>0:
    print('The number is positive')
elif num3<0:
    print('The number is negative')
else:
    print('The number is zero')
```

```
Enter the number15
The number is positive
```

In [36]:
```
#WAP ask the user to input from keyboard
# if num is == 0 print zero
# if num is == 1 print one
# if num is == 2 print two
# if num is > 2 print Greater than two


num4=eval(input('Enter the number'))
if num4==0:
    print('zero')
elif num4==1:
    print('one')
elif num4==2:
    print('two')
else:
    print('Greater than two')
```

```
Enter the number2
two
```

In [ ]:
```

```