import requests

# Step 1: Define the function to fetch weather details from OpenWeather API.

def get\_weather(city, api\_key):

"""

Fetches weather details for the given city using OpenWeather API.

Args:

city (str): The name of the city to get weather for.

api\_key (str): Your OpenWeather API key.

Returns:

dict: A dictionary containing temperature, condition, humidity, and wind speed if successful.

None: If an error occurs during the API request.

"""

# TODO: Define the base URL for the OpenWeather API.

# TODO: Define the parameters for the API request, including city and API key.

# TODO: Send a GET request to the OpenWeather API using the defined parameters.

# TODO: Make the API request and check if the response code is 200.

if response.status\_code == 200:

# TODO: Parse the JSON response.

# TODO: Extract relevant weather information from the response.

return weather

else:

return None

# Step 2: Define the function to display weather information.

def display\_weather(city, weather):

"""

Displays weather information for the given city.

Args:

city (str): The name of the city.

weather (dict): A dictionary containing weather details.

"""

if weather:

# TODO: Print weather details (temperature, condition, humidity, wind speed).

else:

# TODO: Print a message indicating no weather data is available.

# Step 3: Define the main function to interact with the user.

def main():

"""

Main function to interact with the user.

"""

# TODO: Replace with your OpenWeather API key.

api\_key = "YOUR\_API\_KEY"

while True:

print("\nWeather Report Application")

print("1. Get weather information")

print("2. Exit")

# TODO: Get user choice.

if choice == "1":

# TODO: Get city name from the user.

# TODO: Fetch weather information using the get\_weather function.

# TODO: Display the fetched weather information.

elif choice == "2":

# TODO: Print exiting message and break the loop.

else:

# TODO: Handle invalid user choice.

# Step 4: Call the main function to start the application.

main()