```
In [4]:
        print("Hello KIIT")
         Hello KIIT
In [15]: # Use mathematical operators
        a = 20
        b = 15
        print("Sum = ", a + b)
        print("Difference = ", a - b)
        print("Product = ", a * b)
        print("Division = ", a / b)
        print("Integer division = ", a // b)
        print("Remainder: ", a % b)
         Sum = 35
         Difference = 5
         Product = 300
         Integer division = 1
         Remainder: 5
```

```
In [12]:
         # Take input from user
         # Integer and Float
         a = int(input("Enter a number: "))
         b = float(input("Enter a floating point number: "))
         print("Sum = ", a + b)
         print("Difference = ", a - b)
         print("Product = ", a * b)
         print("Division = ", a / b)
         # Using boolean
         check = a == b
         print("\nEquality check: ", check)
         # String input
         string = input("\nEnter a string: ")
         print("The string is: ", string);
          Enter a number: 5
          Enter a floating point number: 5
          Sum = 10.0
         Difference = 0.0
          Product = 25.0
         Division = 1.0
          Equality check: True
          Enter a string: hello
          The string is: hello
```

```
In [1]:
       # Area and Perimeter of Shapes
       import math
       # Circle
       r = eval(input("Enter radius of circle: "))
       area = math.pi * (r ** 2)
       perimeter = 2 * math.pi * r
       print("Area: ", area, ", Perimeter: ", perimeter)
       # Rectangle
       l = eval(input("\nEnter length of rectangle: "))
       b = eval(input("Enter breadth of rectangle: "))
       area = 1 * b
       perimeter = 2 * (l + b)
       print("Area: ", area, ", Perimeter: ", perimeter)
       # Triangle
       a = eval(input("\nEnter 1st side of triangle: "))
       b = eval(input("Enter 2nd side of triangle: "))
       c = eval(input("Enter 3rd side of triangle: "))
       perimeter = a + b + c
       s = perimeter / 2
       area = (s * (s - a) * (s - b) * (s - c)) ** 0.5
       print("Area: ", area, ", Perimeter: ", perimeter)
       # Sphere
       r = eval(input("\nEnter radius of sphere: "))
       surfaceArea = 4 * math.pi * (r ** 2)
       volume = (4 / 3) * math.pi * (r ** 3)
       print("Surface Area: ", surfaceArea, ", Volume: ", volume)
       # Cone
       r = eval(input("\nEnter radius of cone: "))
       h = eval(input("Enter height of cone: "))
       surfaceArea = math.pi * r * r + math.pi * r * h
       volume = math.pi * r * r * h / 3
       print("Surface Area: ", surfaceArea, ", Volume: ", volume)
```

```
Enter radius of circle: 5
          Area: 78.53981633974483 , Perimeter: 31.41592653589793
          Enter length of rectangle: 4
          Enter breadth of rectangle: 5
          Area: 20 , Perimeter: 18
          Enter 1st side of triangle: 3
          Enter 2nd side of triangle: 4
          Enter 3rd side of triangle: 5
          Area: 6.0 , Perimeter: 12
          Enter radius of sphere: 6
          Surface Area: 452.3893421169302 , Volume: 904.7786842338603
          Enter radius of cone: 4
          Enter height of cone: 8
          Surface Area: 150.79644737231007 , Volume: 134.0412865531645
In [22]: # Check odd or even
         num = int(input("Enter a number: "))
         print("Odd Number") if num % 2 != 0 else print("Even Number")
          Enter a number: 5
          Odd Number
In [17]:
         # Area and Perimeter of circle using function
         import math
         def area(radius):
              return math.pi * radius * radius
         def perimeter(radius):
              return 2 * math.pi * radius
         r = eval(input("Enter radius of circle: "))
         print("Area: ", area(r), ", Perimeter: ", perimeter(r))
          Enter radius of circle: 5
          Area: 78.53981633974483 , Perimeter: 31.41592653589793
```

```
In [55]:
        # Check for prime
        def checkPrime(num):
            if (num == 2):
                return True
            if (num \ll 1):
                return False
            for i in range(2, (int) (num ** 0.5 + 1)):
                if num % i == 0:
                    return False
            return True
        # Check for palindrome
        def checkPalindrome(num):
            return True if str(num) == str(num)[::-1] else False
        # Check for perfect numbers
        def checkPerfect(num):
            if num < 6:
                return True
            sum = 0
            for i in range(1, (int) (num / 2 + 1)):
                if num % i == 0:
                    sum += i
            return sum == num
        # Check for armstrong number
        def checkArmstrong(num):
            sum = 0
            temp = num
            while temp > 0:
                digit = temp % 10
                sum += digit ** 3
                temp //= 10
            return sum == num
        num = int(input("Enter a number: "))
        print("Prime") if checkPrime(num) else print("Not Prime")
        print("Palindrome") if checkPalindrome(num) else print("Not Palindrome
        print("Perfect") if checkPerfect(num) else print("Not Perfect")
```

print("Armstrong") if checkArmstrong(num) else print("Not Armstrong")

Enter a number: 153

Not Prime Not Palindrome Not Perfect Armstrong