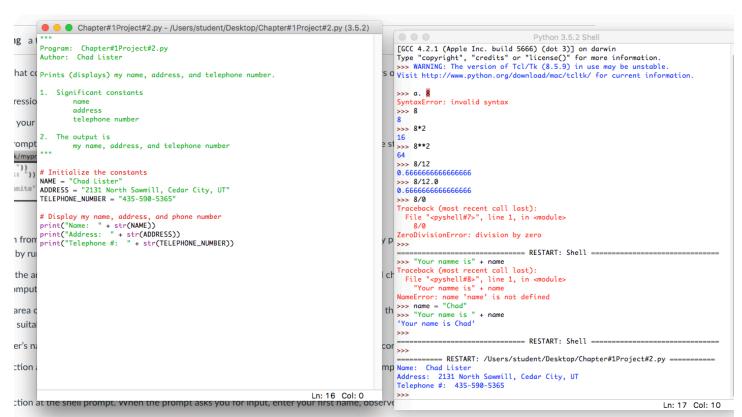
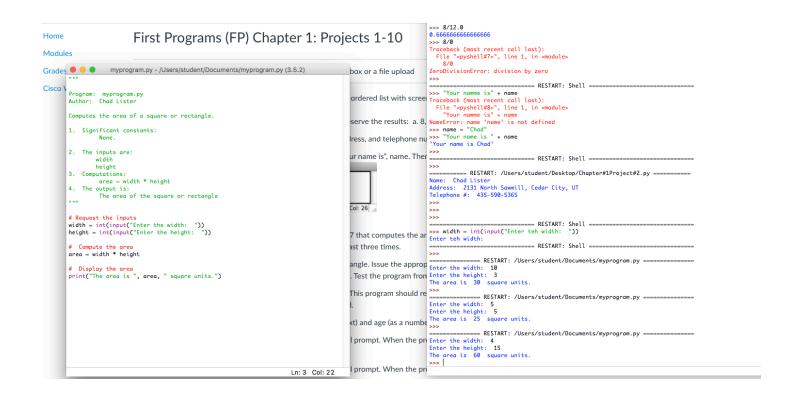
```
Python 3.5.2 Shell
           Python 3.5.2 (v3.5.2:4def2a2901a5, Jun 26 2016, 10:47:25)
           [GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
           Type "copyright", "credits" or "license()" for more information.
           >>> WARNING: The version of Tcl/Tk (8.5.9) in use may be unstable.
           Visit http://www.python.org/download/mac/tcltk/ for current information.
          >>> a. 8
or descrip SyntaxError: invalid syntax
           >>> 8
           >>> 8*2
           16
           >>> 8**2
           64
           >>> 8/12
statemen 0.66666666666666
           >>> 8/12.0
           0.66666666666666
           >>> 8/0
          Traceback (most recent call last):
            File "<pyshell#7>", line 1, in <module>
               8/0
           ZeroDivisionError: division by zero
           >>>
pressing
change th
```



ot. Follow the instructions to browse the topics and modules.

```
PS Traceback (most recent call last):
File "<pyshell#8>", line 1, in <module>
"Your namme is" + name
NameError: name 'name' is not defined
>>> name = "Chad"
>>> "Your name is " + name
'Your name is Chad'
>>>
Id

Ln: 34 Col: 4
```



```
G myprogramproject 5.py - /Users/student/Desktop/myprogramproject 5.py (3.5.2)

File "<pyshell#8>", line 1, in <module>
"Your name is" + name
NameError: name 'name' is not defined
>>> name = "(had" >>> "Your name is '' + name
'Your name is '' + name
>>> "Your name is '' + name
'Your name is '' + name
'Your name is Chad' >>>

Computes the area of a triangle.

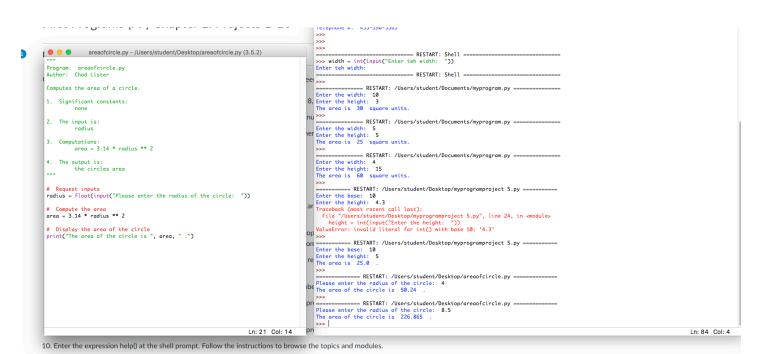
RESTART: S
                                                                                                                                                         1. Significant constants:
   2. The inputs are:
                 base
height
   3. Computations:
	area = .5 * base * height
   4. The output is:
The area of the triangle
   # Request the inputs
base = int(input("Enter the base: "))
height = int(input("Enter the height: "))
    # Compute the area
area = .5 * base * height
   # Display the area
print("The area is ", area, " .")
                                                                                                                                                                 Ln: 16 Col: 34
   8. Enter an input statement using the input function at the shell prompt. When the pri and explain what happened.

9. Enter an input statement using the input function at the shell prompt. When the pri enter the base: 10 Enter the height: 5 The area is 25.0 .

9. Enter an input statement using the input function at the shell prompt. When the pri enter the height: 5 The area is 25.0 .

9. Enter an input statement using the input function at the shell prompt. When the pri enter the base: 10 Enter the height: 5 The area is 25.0 .
```

Ln: 76 (



```
----- RESTART: /Users/student/Documents/myprogram.py ------
 Enter the width: 10
Enter the height: 3
The area is 30 square units.
>>>
 ----- RESTART: /Users/student/Documents/myprogram.py ------
 Enter the width: 5
Enter the height: 5
The area is 25 square units.
 >>>
 >>>
  ----- RESTART: /Users/student/Desktop/myprogramproject 5.py ------
 Enter the base: 10
Enter the height: 5
The area is 25.0 .
        ---- RESTART: /Users/student/Desktop/myprogramproject 5.py -----
 >>>
             = RESTART: /Users/student/Desktop/areaofcircle.py ======
 Please enter the radius of the circle: 4
The area of the circle is 50.24 .
 ---- RESTART: /Users/student/Desktop/nameandage.py ----
Fi Please enter your name: Chad
Please enter your age: 49
Your name is Chad and you are 49 years old.
 >>>
```

-- KESTAKT: Shell -----

```
the profile to the pr
```

```
Please enter your name: Chad
Please enter your age: 49
Your name is Chad and you are 49 years old.
>>> number = int(input("Please enter a number: "))
Please enter a number: 66
>>> number + 1

pro 67
>>> firstname = str(input("Please enter your first name: "))
Please enter your first name: Chad
>>> |
```

```
*Python 3.5.2 Shell*
                    your tirst name.
      >>> help()
      Welcome to Python 3.5's help utility!
      If this is your first time using Python, you should definitely check out
      the tutorial on the Internet at http://docs.python.org/3.5/tutorial/.
      Enter the name of any module, keyword, or topic to get help on writing
      Python programs and using Python modules. To quit this help utility and return to the interpreter, just type "quit".
To get a list of available modules, keywords, symbols, or topics, type "modules", "keywords", "symbols", or "topics". Each module also comes enshe with a one-line summary of what it does; to list the modules whose name
      or summary contain a given string such as "spam", type "modules spam".
3, b. 8 help> topics
      Here is a list of available topics. Enter any topic name to get more help.
umb
      ASSERTION
                                                    LOOPING
                                                                           SHIFTING
                             DELETION
en as: ASSIGNMENT
                             DICTIONARIES
                                                    MAPPINGMETHODS
                                                                           SLICINGS
      ATTRIBUTEMETHODS
                                                    MAPPINGS
                                                                           SPECIALATTRIBUTES
                             DICTIONARYLITERALS
                             DYNAMICFEATURES
                                                                           SPECIALIDENTIFIERS
                                                    METHODS
      ATTRIBUTES
      AUGMENTEDASSIGNMENT ELLIPSIS
                                                    MODULES
                                                                           SPECIALMETHODS
      BASICMETHODS
                             EXCEPTIONS
                                                    NAMESPACES
                                                                           STRINGMETHODS
      BINARY
                             EXECUTION
                                                    NONE
                                                                           STRINGS
                                                                           SUBSCRIPTS
                                                    NUMBERMETHODS
      BITWISE
                             EXPRESSIONS
      BOOLEAN
                             FLOAT
                                                    NUMBERS
                                                                           TRACEBACKS
      CALLABLEMETHODS
                             FORMATTING
                                                    OBJECTS
                                                                           TRUTHVALUE
                             FRAMEOBJECTS
                                                    OPERATORS
                                                                           TUPLELITERALS
      CALLS
      CLASSES
                             FRAMES
                                                    PACKAGES
                                                                           TUPLES
rea c CODEOBJECTS
                             FUNCTIONS
                                                    POWER
                                                                           TYPEOBJECTS
      COMPARISON
                             IDENTIFIERS
                                                    PRECEDENCE
                                                                           TYPES
      COMPLEX
                                                                           UNARY
                             IMPORTING
                                                    PRIVATENAMES
                             INTEGER
       CONDITIONAL
                                                    RETURNING
                                                                           UNICODE
priat CONTEXTMANAGERS
                                                    SCOPING
                             LISTLITERALS
      CONVERSIONS
                                                    SEQUENCEMETHODS
                             LISTS
m an
      DEBUGGING
                             LITERALS
                                                    SEQUENCES
eque help> modules
      Please wait a moment while I gather a list of all available modules...
er) a Chapter#1Project#2
                            _weakref
                                                    heapa
                                                                           runpv
      IN
                             _weakrefset
                                                    hmac
                                                                           sched
      __future__
                                                                           select
                             abc
                                                    html
romp
                             aifc
       ast
                                                    http
                                                                           selectors
                                                    idlelib
       _bisect
                             antigravity
                                                                           setuptools
       _bootlocale
                             areaofcircle
                                                    imaplib
                                                                           shelve
romp
                                                                                                                                        Ln: 148 Col: 64
```