def function\_a(int item1, int item2, int item3):

if item1 == item2:

sum = item1 + item2 + 3

print(sum)

else:

print(f"{item1} and {item2} are not the same.")

def function\_b(int item1, int item2, int item3):

if item1 != item2:

sum = item1 + item2 - 3

print(sum)

else:

print(f"{item1} and {item2} are the same.")

def function\_c(int item1, int item2, int item3):

if item1 == item3:

num = (item1 + item3) \*\* 2

print(num)

else:

print(f"{item1} and {item3} are not the same.")

def function\_d(int item1, int item2, int item3):

if item2 != item3:

quotient = item2 / item2

print(quotient)

else:

print("Divide by 0 not allowed.")

def function\_2a():

print("Range found")

def function\_2b():

print("Range not found")

def function\_2(int y):

if y >= 10 && y <= 50:

function\_2a()

else:

function\_2b()

def func(int n):

if n < 0:

product = n \* 3

return product

else:

n = n + 3

return n

if n % 2 == 1:

sum = n + (n % 10)

return sum

def func(int x, int y):

if x > y:

x = x - 5

y = y + 5

print(f"x: {x}")

print(f"y: {y}")

else if x < y:

x += 1

y -= 1

print(f"x: {x}")

print(f"y: {y}")

else:

x = y \* 2

print(f"x: {x}")

def function\_5(int x, int y, int z):

even = 0

odd = 0

if x % 2 == 0:

even++

else:

odd++

if y % 2 == 0:

even++

else:

odd++

if z % 2 == 0:

even++

else:

odd++

print(f"Even: {even}")

print(f"Odd: {odd}")

def main():

function\_a(2, 2, 2)

function\_a(0, 1, 0)

function\_b(2, 2, 2)

function\_b(-1, 3, -1)

function\_c(-2, -2, -2)

function\_c(-2, -2, -4)

function\_d(-1, 3, -1)

function\_d(0, 1, 0)

function\_2(15)

func(-5)

func(0)

func(7)

func(18)

func(49)

func(4, 7)

func(3, 3)

func(10, 5)

func(20, 4)

func(1, 1)

function\_5(2, 4, 6)

function\_5(2, 3, 4)

function\_5(12, 4, 17)

function\_5(5, 17, 4)

function\_5(14, 7, 5)

if \_\_name\_\_ == '\_\_main\_\_':

main()