

```
1 # -*- coding: utf-8 -*-
2 """
3 Created on Sat Feb 22 10:52:29 2025
4
5 @author: HAMOOD
6 """
7
8 name = input("Please enter your name: ")
9
10 print(f"Hello, {name}! Nice to meet you.")
```

## Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

Please enter your name: Ahmed  
Hello, Ahmed! Nice to meet you.

In [32]: |

```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1 # -*- coding: utf-8 -*-
2 """
3 Created on Thu Feb 20 03:26:20 2025
4
5 @author: HAMOOD
6 """
7
8 x=input("enter value of x ")
9 y=input("enter value of y ")
10 z=float(x)+float(y)
11 print(z)
```

### Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

---

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

```
Programming/سكاشن Sections/sheet answers حلول الشيتات sheet 1/Ex.2.py )
enter value of x 2.4
enter value of y 5.2
7.6
```

```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1  # -*- coding: utf-8 -*-
2  """
3  Created on Sat Feb 22 10:42:37 2025
4
5  @author: HAMOOD
6  """
7
8  x = 10
9  y = 20
10
11 z = x ** 2 * y
12 print(z)
```

## Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

2000

```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1 # -*- coding: utf-8 -*-
2 """
3 Created on Sat Feb 22 10:43:16 2025
4
5 @author: HAMOOD
6 """
7
8 x = "10"
9 y = 20
10
11 print(type(x), type(y))
12
```

### Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

```
Programming / سجاد حسن / sections/sheet answers / السجلات / sheet 1 / EX.4.py )
<class 'str'> <class 'int'>
```

```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1  # -*- coding: utf-8 -*-
2  """
3  Created on Sat Feb 22 10:43:48 2025
4
5  @author: HAMOOD
6  """
7
8  x = 1
9  y = 2
10 print(x, y, sep=" + ", end=" = ")
11 print(3)
```

## Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

1 + 2 = 3

temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X

```
1 # -*- coding: utf-8 -*-
2 """
3 Created on Sat Feb 22 10:44:29 2025
4
5 @author: HAMOOD
6 """
7
8 x = "10"
9 y = 'abc'
10 print(x.isdigit(), y.isdigit())
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

Programming/سكس sections/Sheet answers السيات /sheet 1/EX.6.py )  
True False

```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1  # -*- coding: utf-8 -*-
2  """
3  Created on Sat Feb 22 10:44:48 2025
4
5  @author: HAMOOD
6  """
7
8  x=int(input("enter value of x "))
9  y=int(input("enter value of y "))
10
11 remainder = y % x # TODO compute the remainder
12 quotient = y // x # TODO compute the quotient
13
14 print("remainder is {} , and quotient is {}".format(remainder, quotient)) # TODO 1st way
15 print("remainder is {0} , and quotient is {0}".format(remainder, quotient)) # TODO 2nd way
16 print(f"remainder is {remainder} , and quotient is {quotient}") # TODO 3rd way
```

## Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

```
enter value of x 7
enter value of y 13
remainder is 6 , and quotient is 1
remainder is 6 , and quotient is 6
remainder is 6 , and quotient is 1
```



```
temp.py X EX.1.py X EX.2.py X EX.3.py X EX.4.py X EX.5.py X EX.6.py X EX.7.py X EX.8.py X
1 # -*- coding: utf-8 -*-
2 """
3 Created on Sat Feb 22 10:45:12 2025
4
5 @author: HAMOOD
6 """
7
8 print("1. Celsius to Fahrenheit")
9 print("2. Fahrenheit to Celsius")
10
11 choice = input("Enter a Choice (1, 2): ")
12 choice = int(choice) - 1
13
14 temperature = input("Enter a temperature: ")
15 temperature = float(temperature)
16
17 converted = (temperature * 9 / 5 + 32) * (1 - choice) + ((temperature - 32) * 5 / 9) * choice
18
19 print(f"Result: {converted}")
```

## Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Help Variable Explorer Plots Files

Console 1/A X

```
1. Celsius to Fahrenheit
2. Fahrenheit to Celsius
Enter a Choice (1, 2): 1
Enter a temperature: 25
Result: 77.0
```

```
In [41]: runcell(0, 'C:/Users/dell/OneDrive/Desktop/برمجة نصية Scripting
Programming/سكاشن Sections/sheet answers حلول الشيتات/sheet 1/EX.8.py')
1. Celsius to Fahrenheit
2. Fahrenheit to Celsius
Enter a Choice (1, 2): 2
Enter a temperature: 98
Result: 36.666666666666664
```