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Lab task 1
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Code:
# a. Create a variable name and assign your name to it.
name = "John"
print(name)
# b. Create variables num1 and num2, assign them integer values,
calculate and print their sum.
\overline{num1} = 10
num2 = 20
sum of nums = num1 + num2
print("Sum:", sum_of_nums)
  John
   Sum: 30
# a. Create a string variable sentence with the value "Hello, World!".
sentence = "Hello, World!"
# b. Print the length of the string.
print("Length of the string:", len(sentence))
# c. Print the first three characters of the string.
print("First three characters:", sentence[:3])
# a. Create a list fruits with three fruit names.
fruits = ["apple", "banana", "cherry"]
# b. Add a new fruit to the list.
fruits.append("orange")
# c. Print the second item in the list.
print("Second fruit:", fruits[1])
    Length of the string: 13
    First three characters: Hel
    Second fruit: banana
# a. Write a program that takes a number as input and prints whether
it's positive, negative, or zero.
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# a. Write a program that takes a number as input and prints whether
it's positive, negative, or zero.
num = int(input("Enter a number: "))
if num > 0:
    print("Positive number")
elif num < 0:
    print("Negative number")
else:
    print("Zero")</pre>
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# b. Write a program to check if a number is even or odd.
num = int(input("Enter a number: "))
if num % 2 == 0:
   print("Even number")
else:
   print("Odd number")
Enter a number: 5
    Positive number
# a. Use a loop to print numbers from 1 to 5.
for i in range(1, 6):
 print(i)
# b. Use a loop to iterate through a list of colors and print each
color.
colors = ["red", "blue", "green", "yellow"]
for color in colors:
   print(color)
# a. Write a function square that takes a number as input and returns
its square.
def square(num):
 return num ** 2
print("Square of 4:", square(4))
# b. Write a function greet that takes a name as input and prints a
greeting.
def greet(name):
 print(f"Hello, {name}!")
greet("Alice")
# a. Create a dictionary student with keys 'name' and 'age'.
student = {
   'name': 'John',
    'age': 20
```

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Enter a number: 3
      Odd number
      1
     2
     3
     4
     5
     red
     blue
      green
      yellow
     Square of 4: 16
     Hello, Alice!
# b. Add a new key-value pair to the dictionary.
student['grade'] = 'A'
# c. Print the value associated with the 'age' key.
print("Student's age:", student['age'])
a. Create a text file and write a few lines of text to it using Python.
import math
num = 16
print("Square root:", math.sqrt(num))
def my_function():
   return "Hello from my module!"
```

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from my_medule import my_function
print(my_function())
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Output

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Square of 4: 16
Hello, Alice!
Student's age: 20
Square root: 4.0
```

[Running] python -u "h:\Python\Lab_task.py"
Hello, this is the first line.
And this is the second line.

Square root: 4.0 Hello from my module!