Python Interactive Shell(interpreter) Project

I have written a program that works similar to the Python interactive environment (Python interpreter). In this program, the user can continuously enter commands, and the program processes and executes them just like Python does. The main difference between this program and the standard Python environment is the way it is terminated. In the Python interpreter, the program is usually stopped using Ctrl + Z (or Ctrl + D on some systems).
However, in my program, the execution continues until the user explicitly types the quit command. When quit is entered, the program stops running and exits gracefully.
It is important to note that this code is very simple and is designed mainly for learning and practice purposes. Despite its simplicity, it demonstrates the basic concept of how an interactive programming environment works.

Its code is as follows:

```python
while True:
    command=input(">>>")
    if command.lower()=="quit":
        break
    print(eval(command))
```

python shell.py ✕

king kamran > Desktop > python shell.py > ...
```python
ile True:
    command=input(">>>")
    if command.lower()=="quit":
        break
    print(eval(command))
```

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```
PS C:\Users\king kamran> & "C:/Users/king kam
/Programs/Python/Python313/python.exe" "c:/Us
esktop/python shell.py"
>>>2+3
5
>>>4*2
8
>>>3>5
False
>>>
```

Vs code

```
Windows [Version 10.0.22631.2715
(c) Microsoft Corporation. All rights rese

C:\Users\king kamran>python
Python 3.13.6 (tags/v3.13.6:4e66535, Aug
Type "help", "copyright", "credits" or "li
>>> 2+3
5
>>> 4*2
8
>>> 3>4
False
```

Python interpreter in CMD