ASSIGNMENT-2

IBM-PERSONAL ASSISTANCE FOR PEOPLE WHO ARE SELF-RELAINT SONA COLLEGE OF TECHNOLOGY

PROBLEM STATEMENT:

Build a python code, Assume u get temperature and humidity values(generated with random function to a variable) and write a condition to continuously detect alarm in case of high temperature.

```
CODE:
import random
import winsound
import sys
freq=440
duration=10000
while(True):
  temperature=random.randint(10,100)
  humidity=random.randint(10,100)
  print("Current Temperature=",temperature)
  print("Current Humidity=",humidity,'%')
  stable_temprature=37
  stable_humidity=45
  if temperature>stable_temprature and humidity>stable_humidity:
    print("High Temperature BEEP ALARM")
    winsound.Beep(freq,duration)
  else:
    print("Everything Fine NO ALARM")
  sys.exit(100)
```

CODE EXPLANATION:

RANDOM: module used to generate random values from (10-100) using randint for variables temperature and humidity

WINSOUND:module is used to create beep with duration and frequency variables(it does beep within given duration and certain frequency)

SYS:module used to clear memory and exit correctly once program completes execution

WHAT PROGRAM DOES:

The program gets random values from random module for temperature and humidity and checks condition with fixed value of humidity(good range(30-45)) and temperature(ideal range(25-37)) and beeps if temperature is above the fixed level using winsound.

RESULT:

CODE:

```
import random
import winsound

import sys

freq=440
duration=10000

while(True):
    temperature=random.randint(10_100)
    humidity=random.randint(10_100)
    print("Current Temperature="_temperature)
    print("Current Humidity="_thumidity_"%')

stable_temprature=37
stable_humidity=45
if temperature>stable_temprature and humidity>stable_humidity:
    print("High Temperature BEEP ALARM")
    winsound.Beep(freq_duration)
else:
    print("Everything Fine NO ALARM")
sys.exit(100)
```

CASE1:(NO ALARM SAFE TEMPERATURE)

```
| Project | Description | Desc
```

CASE 2:HIGH TEMERATURE-ALARM BEEP

