

CDJG.py - C:/Users/curie/AppData/Local/Programs/Python/Python310/CDJG.py (3.10.7)

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```
import winsound
duration=7000
freq=500
winsound.Beep(duration,freq)
winsound.Beep(duration,freq)
winsound.Beep(duration,freq)

import random

#using function
def valid_temp_and_humidity(temp,humidity):
    return (temp>35 and humidity>60)

def display(message,temp,humidity):
    print(f"{message[0]} Temperature and Humidity of {temp} and {humidity}")

while True:
    temp = random.randint(10,120)
    humidity = random.randint(10,120)

    if valid_temp_and_humidity(temp,humidity):
        display(['High','On'],temp,humidity)
    else:
        display(['Normal','Off'],temp,humidity)
        break
```

Ln: 15 Col: 76

IDLE Shell 3.10.7

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```
Python 3.10.7 (tags/v3.10.7:6cc6b13, Sep  5 2022, 14:08:36) [MSC v.1933 64 bit (AMD64)]
on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:/Users/curie/AppData
/Local/Programs/Python/Python310/CDJG.py =====
High Temperature and Humidity of 104 and 65
Normal Temperature and Humidity of 115 and 22
>>>
```

Ln: 7 Col: 0