

ASSIGNMENT-2

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

Code:

```
import random

Temperature=random.randint(1,100)

Humidity=random.randint(1,100)

print(Temperature)

print(Humidity)

if((Temperature>30)&(Humidity>40)):

    print("Temperature and Humidity are HIGH!!! ")

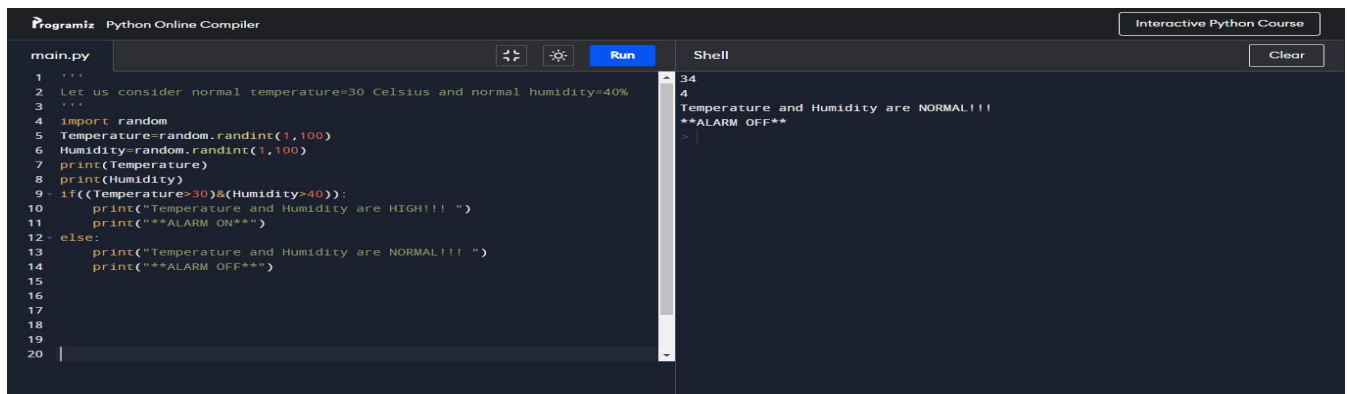
    print("***ALARM ON**")

else:

    print("Temperature and Humidity are NORMAL!!! ")

    print("***ALARM OFF**")
```

OUTPUT:



The screenshot shows a web-based Python compiler interface. On the left, a code editor displays the Python code from the previous block. On the right, a 'Shell' window shows the output of the code. The output consists of two lines: 'Temperature and Humidity are NORMAL!!!' followed by a blank line, and then '***ALARM OFF**'.

```
Programiz Python Online Compiler Interactive Python Course
main.py Run Shell Clear
1 ...
2 Let us consider normal temperature<=30 Celsius and normal humidity<=40%
3 ...
4 import random
5 Temperature=random.randint(1,100)
6 Humidity=random.randint(1,100)
7 print(Temperature)
8 print(Humidity)
9 if((Temperature>30)&(Humidity>40)):
10     print("Temperature and Humidity are HIGH!!! ")
11     print("***ALARM ON**")
12 else:
13     print("Temperature and Humidity are NORMAL!!! ")
14     print("***ALARM OFF**")
15
16
17
18
19
20 |
34
4
Temperature and Humidity are NORMAL!!!
***ALARM OFF**
```

main.py



Run

Shell

Clear

```
1 '''
2 Let us consider normal temperature=30 Celsius and normal humidity=40%
3 '''
4 import random
5 Temperature=random.randint(1,100)
6 Humidity=random.randint(1,100)
7 print(Temperature)
8 print(Humidity)
9 if((Temperature>30)&(Humidity>40)):
10     print("Temperature and Humidity are HIGH!!! ")
11     print("***ALARM ON**")
12 else:
13     print("Temperature and Humidity are NORMAL!!! ")
14     print("***ALARM OFF**")
15
16
17
18
19
20
```

```
92
83
Temperature and Humidity are HIGH!!!
**ALARM ON**
>
```