ASSIGNMENT 2

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.

Python code:

```
import random
while(True):
    temp=random.randint(10,99)
    humid=random.randint(10,99)
    print("current temperature:",temp)
    print("current humidity:",humid,"%")
    temp_ref=37
    humid_ref=35
    if temp>temp_ref and humid<humid_ref:
        print("Sound Alarm")
    else:
        print("Sound off")
    Break</pre>
```

Output:

```
main.py

1 import random
2 vwhile(True):
3   temp=random.randint(10,99)
4   humid=random.randint(10,99)
5   print("current temperature:",temp)
6   print("current humidity:",humid,"%")
7   temp_ref=37
8   humid_ref=35
9   if temp>temp_ref and humid<humid_ref:
10   print("Sound Alarm")
11   else:
12   print("Sound off")
13   break</pre>
Shell

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current temperature: 62
current humidity: 41 %
Sound off
> |

current hum
```