

Assignment-2

Code:

```
import random

While(True):

    temp=random.randint(10,99)

    hum=random.randint(10,99)

if(temp>40 and hum>70):

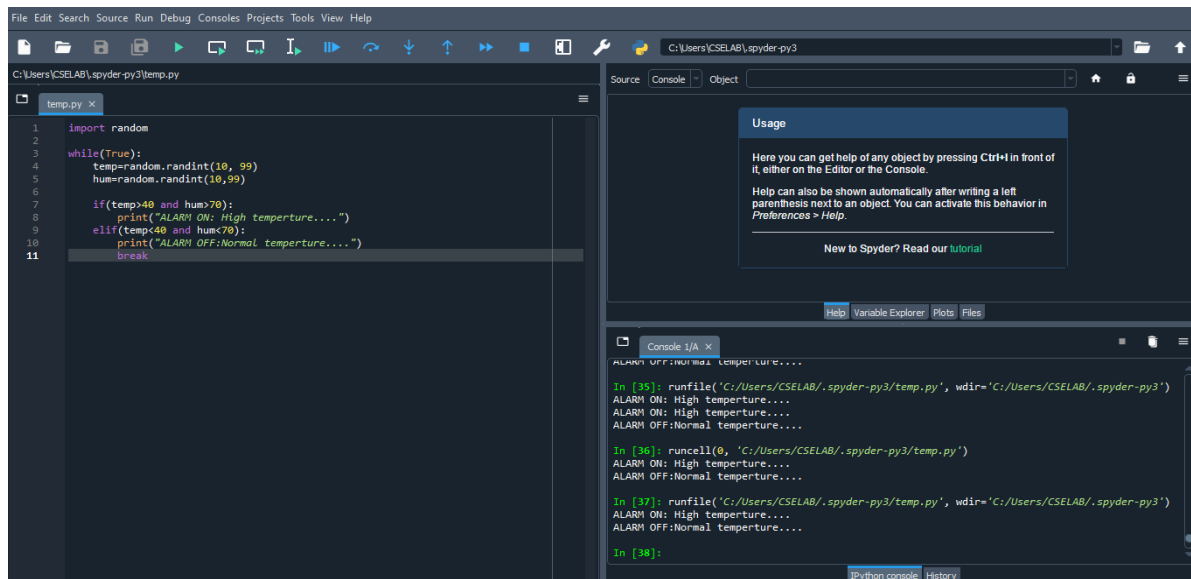
    print("ALARM ON:High temperature....")

elif(temp<40 and hum<70):

    print("ALARM OFF:Normal temperature....")

    break
```

output:



```
File Edit Search Source Run Debug Consoles Projects Tools View Help
C:\Users\CSELAB\spyder-py3
C:\Users\CSELAB\spyder-py3\temp.py
temp.py x
1 import random
2
3 while(True):
4     temp=random.randint(10, 99)
5     hum=random.randint(10,99)
6
7     if(temp>40 and hum>70):
8         print("ALARM ON: High temperature....")
9     elif(temp<40 and hum<70):
10        print("ALARM OFF:Normal temperature....")
11        break

Source Console Object
Usage
Here you can get help of any object by pressing Ctrl+I in front of it, either on the Editor or the Console.
Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in Preferences > Help.
New to Spyder? Read our tutorial
Help Variable Explorer Plots Files
Console 1/A x
ALARM OFF:Normal temperature....
In [35]: runfile('C:/Users/CSELAB/.spyder-py3/temp.py', wdir='C:/Users/CSELAB/.spyder-py3')
ALARM ON: High temperature....
ALARM ON: High temperature....
ALARM OFF:Normal temperature....
In [36]: runcell(0, 'C:/Users/CSELAB/.spyder-py3/temp.py')
ALARM ON: High temperature....
ALARM OFF:Normal temperature....
In [37]: runfile('C:/Users/CSELAB/.spyder-py3/temp.py', wdir='C:/Users/CSELAB/.spyder-py3')
ALARM ON: High temperature....
ALARM OFF:Normal temperature....
In [38]:
Python console History
```