Q0: Write the following program to find sum of two numbers using a function.

def sumOfTwoNumbers(number1, number2):

totalOfTwoNumbers = number1 + number2

return totalOfTwoNumbers

#Alternatively you can simplify the above function as follows:

"""

def sumOfTwoNumbers(number1, number2):

return number1+number2

"""

firstNumber = int(input('Enter first number: '))

secondNumber = int(input('Enter second number: '))

total = sumOfTwoNumbers(firstNumber, secondNumber)

print('Sum of the given two numbers is', total)

#Alternatively you can print as follows:

#print('Sum of', firstNumber, 'and', secondNumber, 'is', total)

Sample input/output:

Enter first number: 23

Enter second number: 7

Sum of the given two numbers is: 30

Q1: Write a program to find the difference of two numbers using a function.

Sample input/output:

Enter first number: 3

Enter second number: 7

Difference of the given two numbers is: 4

Q2: Write a program to find the average of three numbers using a function.

Sample input/output:

Enter first number: 3

Enter second number: 7

Enter third number: 5

Average of the given three numbers is: 5

Q3: Write a program to design a calculator which uses function for each of these four operations namely add, subtract, multiply and divide. Use a proper selection structure to call any one of these functions defined.

Sample input/output:

Calculator Program

1. ADD

2. SUBTRACT

3. MULTIPLY

4. DIVIDE

Choose the operation from the given options: 3

Enter first number: 2

Enter second number: 3

Product of 2 and 3 is 6.

Q4: Write a program that reads the radius of a circle (as a **float** value) and computes and prints the diameter or the circumference or the area of that circle. You must use separate functions to calculate diameter, circumference and area (name them as *diameter, circumference* and *area*). You must also use a function called *menu* which gets and input from the user to determine what he/she wants to compute (i.e. diameter, circumference or area). Use the value 3.14159 for π. Alternatively, you can use pi constant (math.pi) from the math library. Import the math library as follows before using the constant:

import math