```
#1.2
num1 = eval(input())
num2 = eval(input())
num3 = eval(input())
num4 = eval(input())

# 靠左對齊
print('|{:7.2f} {:7.2f}|'.format(num1, num2))
print('|{:7.2f} {:7.2f}|'.format(num3, num4))

# 靠右對齊
print('|{:<7.2f} {:<7.2f}|'.format(num1, num2))
print('|{:<7.2f} {:<7.2f}|'.format(num3, num4))



#1.4
import math

PI = math.pi

radius = eval(input())

print('Radius = {:.2f}'.format(radius))
print('Perimeter = {:.2f}'.format(2*radius*PI))
print('Area = {:.2f}'.format(pow(radius,2)*PI))
```

```
#2.2
a = int(input())

if (a%3 == 0) & (a%5 == 0):
        print('{:d} is a multiple of 3 and 5.'.format(a))
elif a%3 == 0:
        print('{:d} is a multiple of 3.'.format(a))
elif a%5 == 0:
        print('{:d} is a multiple of 5.'.format(a))
else:
        print('{:d} is not a multiple of 3 or 5.'.format(a))



#2.4
a = eval(input())
b = eval(input())
opr = input()
ans = 0
if opr == '+':
    ans = a + b
elif opr == '-':
    ans = a - b
elif opr == '*':
    ans = a * b
elif opr == '/':
    ans = a / b
elif opr == '//':
    ans = a // b
elif opr == '%':
    ans = a % b
print(ans)
```

#3.2

```
a = int(input())
b = int(input())
ans = 0

for i in range(a, b+1):
    if i % 2 == 0:
        ans += i

print(ans)
```

#3.4

```
num = int(input())
ans = 0

for i in range(1, num+1):
    if i % 5 == 0 :
        ans += i
print(ans)
```

```
#4.2
num = eval(input())
min_num = num

while num != 9999:
    num = eval(input())
    if num < min_num:
        min_num = num
print(min_num)



#4.4
number = eval(input())

if number == 0:
    print(number)
else:
    while number != 0:
        print(number % 10, end='')
        number //= 10
```

```
#5.2
def compute(a, b):
        return a * b

num1 = eval(input())
num2 = eval(input())

print(compute(num1, num2))
```

```
#5.4
def compute(a, b):
        return a**b

a = eval(input())
b = eval(input())

print(compute(a, b))
```