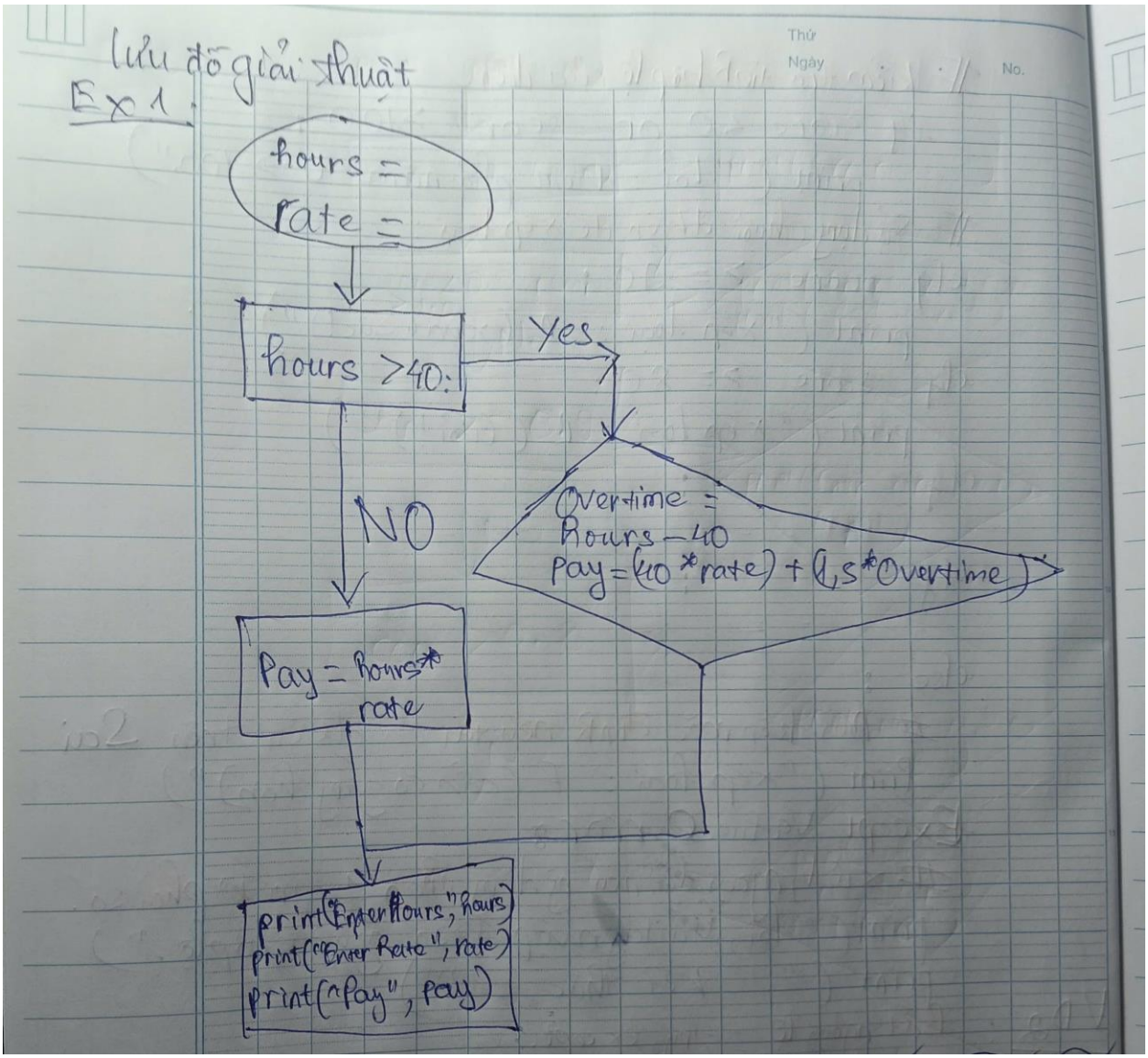
Ex1:



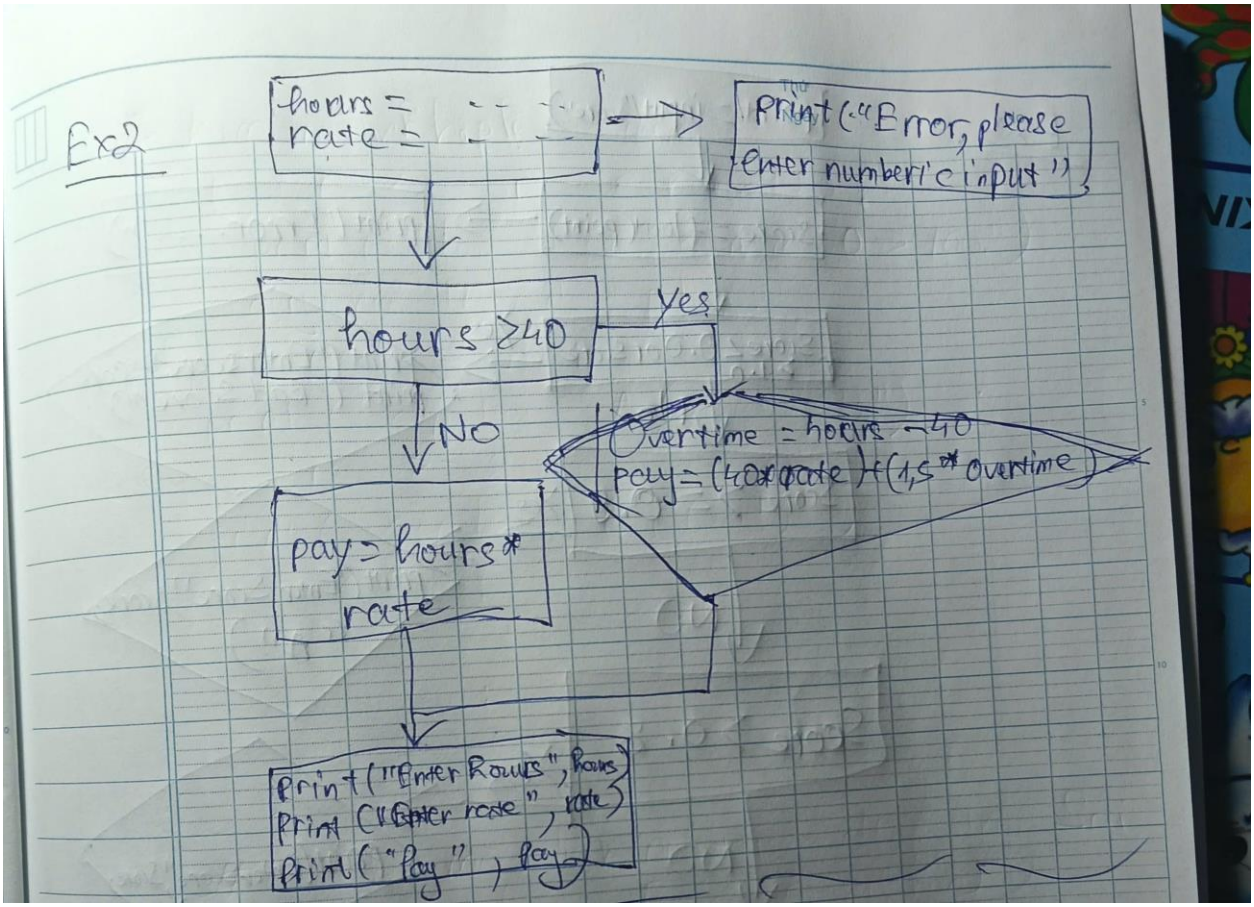
CODE:

Exercise1.py ● Exercise2.py Exercise3.py ●

BaitapchuongIII > Exercise1.py > ...

```
1  hours = float(input("Enter Hours: "))
2  rate = float(input("Enter Rate: "))
3  if hours > 40 :
4      overtime = hours - 40
5      pay = (40*rate) + (1.5*overtime)
6  else:
7      pay = 40*rate
8  print("Enter Hours:",hours)
9  print("Enter Rate:",rate)
10 print("Pay: ",pay)
```

Ex2:



CODE:

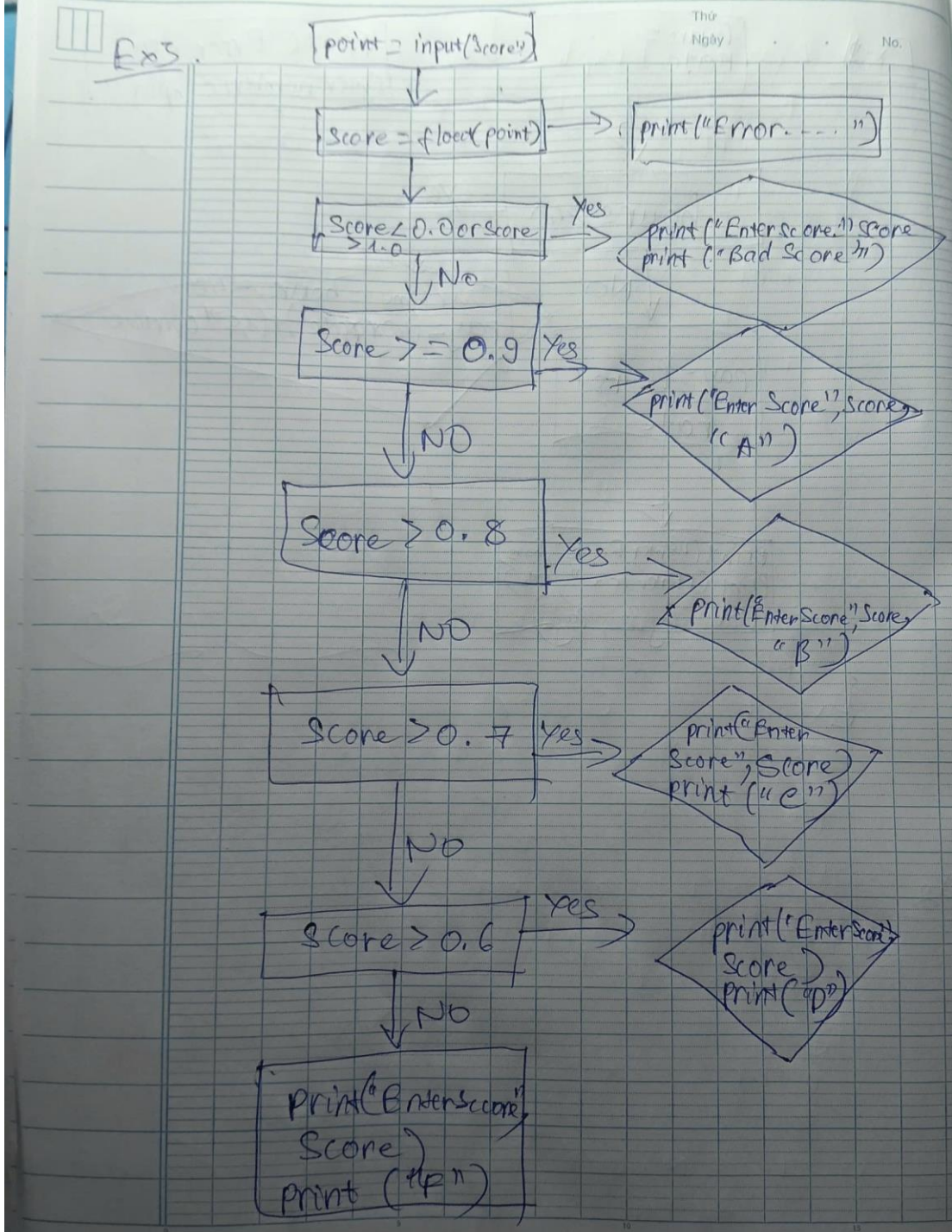
Exercise1.py ● Exercise2.py × Exercise3.py ●

BaitapchuongIII > Exercise2.py > ...

```python
try:
    hours = float(input("Enter Hours: "))
    rate = float(input("Enter Rate: "))
except:
    print("Error, please enter numberic input")
if hours > 40 :
    overtime = hours - 40
    pay = (40*rate) + (1.5*overtime)
else:
    pay = 40*rate
print("Enter Hours:",hours)
print("Enter Rate:",rate)
print("Pay: ",pay)
```

Ex3:

Ex3.


point = input("Score")
score = float(point)
print("Error. . . .")
Score < 0.0 or score > 1.0
Yes
print("Enter score:", score
print("Bad Score")
No
Score >= 0.9
Yes
print("Enter Score", score, "A")
NO
Score > 0.8
Yes
print("Enter Score", Score, "B")
NO
Score > 0.7
Yes
print("Enter Score", Score)
print("C")
NO
Score > 0.6
Yes
print("Enter Score", Score)
print("D")
NO
print("Enter score", Score)
print("F")

Exercise1.py ● Exercise2.py Exercise3.py ●

BaitapchuongIII > Exercise3.py > ...

```python
point=input("Score:")
try:
    score=float(point)
except:
    print("Error, please enter numberic input")
if score < 0.0 or score > 1.0:
    print("Enter score:",score)
    print("Bad score")
elif score >= 0.9:
    print("Enter score:",score,"A" )
elif score >= 0.8:
    print("Enter score:",score,"B")
elif score >= 0.7:
    print("Enter score",score)
    print("C")
elif score >= 0.6:
    print("Enter score",score,)
    print("D")
else:
    print("Enter score",score)
    print("F")
```