**Chapter 2:**

**1:**

print("Enter your Name: \t")

name = input()

print("Hello" + " " + name)

**2:**

print("Enter Hours: \t")

hour = int(input())

print("Enter Rate: \t")

rate = float(input())

payment = hour\*rate

print("Pay:" + " " + str(payment))

**3:**

width = 17

height = 12.0

print(width//2)

print(width/2.0)

print(height/3)

print(1+2\*5)

**4:**

print("Enter Celsius Temperature: \t")

celsius = int(input())

Fahrenheit = celsius\*1.8 + 32

print("Temperature in Fahrenheit is:" + " " + str(Fahrenheit))

**Chapter 3:**

**1:**

print("Enter hours: ")

hour = float(input())

print("Enter rate: ")

rate = float(input())

if(hour <= 40):

print("Pay: ", hour \* rate)

else:

extrhour = hour - 40

extrrate = rate \* 1.5

print("Pay: ", (40\*rate) + (extrhour\*extrrate))

**2:**

try:

print("Enter hours: ")

hour = float(input())

print("Enter rate: ")

rate = float(input())

if(hour <= 40):

print("Pay: ", hour \* rate)

else:

extrhour = hour - 40

extrrate = rate \* 1.5

print("Pay: ", (40\*rate) + (extrhours\*extrrate))

except:

print("Error, please enter numeric input")

**3:**

def computergrade(marks):

if(marks>= 0.9 and marks <= 1.0):

return "A"

elif(marks>= 0.8 and marks < 0.9):

return "B"

elif(marks>= 0.7 and marks < 0.8):

return "C"

elif(marks>= 0.6 and marks < 0.7):

return "D"

elif(marks>= 0.6 and marks <= 0.0):

return "F"

else:

return "Bad Score"

try:

print("Enter Score: \t")

marks = float(input())

print("The Grade is" + " " + computergrade(marks))

except:

print("Bad Score")

**Chapter 4:**

**1:**

def fred():

print("Zap")

def jane():

print("ABC")

jane()

fred()

jane()

**2:**

def computePay(hour,rate)

try:

hour = float(input("Enter Hours:" ))

rate = float(input("Enter Rate:"))

except:

print ("Error, please enter a numeric input")

quit()

if hour > 40:

extrahourpay = 40 \* rate + (hour -40 ) \* rate \* 1.5

return extrahourpay

else:

payment = hour \* rate

return payment

print ("pay:", computePay(hour,rate))

**3:**

def computeGrade(score):

if score >= 0.9 and score <= 1.0:

return "A"

elif score >= 0.8 and score < 0.9:

return "B"

elif score >= 0.7 and score < 0.8:

return "C"

elif score >= 0.6 and score < 0.7:

return "D"

elif score < 0.6 and score >= 0.0:

return "F"

else:

return "Bad score"

try:

score = float(input("Enter score: "))

print(computeGrade(score))

except:

print("Bad score")