

Assignment - 2 (Operators)

- 1) write a function that adds two numbers & result returns the result.

```
def add-two-numbers (num1, num2):
    result = num1 + num2
    return result
```

- 2) Create a funⁿ that subtracts the second argument from the first & returns the difference.

```
def subtract-two-numbers (num1, num2):
    result = num1 - num2
    return result
```

- 3) write a python function to multiply two integers.

```
def multiply-two-integers (num1: int, num2: int):
    result = num1 * num2
    return result.
```

- 4) Create a function that divides two float no.'s & returns the result.

```
def divides-two-float-numbers (num1: float, num2:
                                float):
    result = num1 / num2
    return result.
```


- 5) Write a funⁿ that returns the modulus of two input integers.

```
def modulus_two_numbers (num1: int num2: int):
    result = num1 % num2
    return result
    print(result)

print("Enter the")
result

num1 = input("Enter 1st no. ")
num2 = input("Enter 2nd no. ")

modulus_two_numbers (num1, num2)
```

- 6) Write a function to compute the average of four numbers using arithmetic operators.

```
def average-of-four-numbers (num1, num2, num3, num4):
    result = (num1 + num2 + num3 + num4) / 4
```

- 7) Create a function to calculate area of a Δ given base & height using '*' & '/'.

```
def area-of-triangle (base, height):
    area = (base * height) / 2
    return area
```


7) Write a fuz that returns both the sum & product of two numbers

```
def sum-and-product (num1, num2):
```

```
    sum = num1 + num2
```

```
    product = num1 * num2
```

```
    return sum, product
```

9) Write a program to check whether a given no. is even or odd using '%' operator.

```
def Even-or-odd (num):
```

```
    result = num % 2
```

```
    if result == 0:
```

```
        print("even")
```

```
    else:
```

```
        print("odd")
```

```
even-or-odd (4)
```

10) Write a fuz that swaps two no.s using only arithmetic operators.

```
def swap (num1, num2)
```

```
    num1, num2 = num2, num1
```

```
    return num1, num2
```