In [1]:
```
name = input ("Seth Borja")
print("Hello Seth!")
```

```
Hello Seth!
```

In [3]:
```
hours = float(input("Enter Hours:"))
rate = float(input("Enter Rate:"))
pay = 35 * 2.75
print ("pay:",pay)
```

```
pay: 96.25
```

In [4]:
```
width = float(input("Width:"))
height = float(input("Height:"))
```

In [13]:
```
x=width//2
print (x)
type (x)
```

```
8.0
```

Out[13]:
```
float
```

In [14]:
```
x=width/2.0
print (x)
type (x)
```

```
8.5
```

Out[14]:
```
float
```

In [15]:
```
x=height/3
print (x)
type (x)
```

```
4.0
```

Out[15]:
```
float
```

In [16]:
```
x=1 + 2 * 5
print (x)
type (x)
```

```
11
```

Out[16]:
```
int
```

In [20]:
```
celsius = float(input("Enter temperature in Celsius: "))
fahrenheit = (celsius * 9/5) + 32
print(f"{celsius}°C is equal to {fahrenheit}°F")
```

```
38.0°C is equal to 100.4°F
```

In [23]:
```
hours = int(input("Enter hours: "))
rate = float(input("Enter rate: "))

if hours <= 40:
    pay = hours * rate
```

```
else:
    regular_pay = 40 * rate
    overtime_hours = hours - 40
    overtime_pay = overtime_hours * rate * 1.5
    pay = regular_pay + overtime_pay

print(f"Pay: {pay}")
```

```
Pay: 475.0
```

In [24]:
```
try:
    hours_str = input("Enter Hours: ")
    hours = float(hours_str)

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


    pay = hours * rate
    print("Pay:", pay)

except ValueError:
    print("Error, please enter numeric input")
    exit()
```

```
Error, please enter numeric input
```

In [6]:
```
try:
    hours_str = input("Enter Hours: ")
    hours = float(hours_str)

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


    pay = hours * rate
    print("Pay:", pay)

except ValueError:
    print("Error, please enter numeric input")
    exit()
```

```
Error, please enter numeric input
```

In [1]:
```
try:
    score_str = input("Enter score: ")
    score = float(score_str)

    if score < 0.0 or score > 1.0:
        print("Bad score")
    elif score >= 0.9:
        print("A")
    elif score >= 0.8:
        print("B")
    elif score >= 0.7:
        print("C")
    elif score >= 0.6:
```

```
        print("D")
    else:
        print("F")
except ValueError:
    print("Bad score")
```

```
A
```

In [2]:
```
try:
    score_str = input("Enter score: ")
    score = float(score_str)

    if score < 0.0 or score > 1.0:
        print("Bad score")
    elif score >= 0.9:
        print("A")
    elif score >= 0.8:
        print("B")
    elif score >= 0.7:
        print("C")
    elif score >= 0.6:
        print("D")
    else:
        print("F")
except ValueError:
    print("Bad score")
```

```
Bad score
```

In [3]:
```
try:
    score_str = input("Enter score: ")
    score = float(score_str)

    if score < 0.0 or score > 1.0:
        print("Bad score")
    elif score >= 0.9:
        print("A")
    elif score >= 0.8:
        print("B")
    elif score >= 0.7:
        print("C")
    elif score >= 0.6:
        print("D")
    else:
        print("F")
except ValueError:
    print("Bad score")
```

```
Bad score
```

In [4]:
```
try:
    score_str = input("Enter score: ")
    score = float(score_str)

    if score < 0.0 or score > 1.0:
        print("Bad score")
    elif score >= 0.9:
```

```
        print("A")
    elif score >= 0.8:
        print("B")
    elif score >= 0.7:
        print("C")
    elif score >= 0.6:
        print("D")
    else:
        print("F")
except ValueError:
    print("Bad score")
```

```
C
```

In [5]:

```
try:
    score_str = input("Enter score: ")
    score = float(score_str)

    if score < 0.0 or score > 1.0:
        print("Bad score")
    elif score >= 0.9:
        print("A")
    elif score >= 0.8:
        print("B")
    elif score >= 0.7:
        print("C")
    elif score >= 0.6:
        print("D")
    else:
        print("F")
except ValueError:
    print("Bad score")
```

```
F
```

In [ ]: