In [1]:
```
num1=100
num2=200
add=num1+num2
```

input

- input keyword is used to take the values from user

In [4]:
```
input()
```

Out[4]:
```
'12'
```

In [5]:
```
input("enter the number:")
```

Out[5]:
```
'100'
```

In [6]:
```
input()
input()
```

Out[6]:
```
'200'
```

In [7]:
```
input()
input()
input()
```

Out[7]:
```
'300'
```

In [9]:
```
input()
```

Out[9]:
```
'200'
```

In [10]:
```
input("enter the number1:")
input("enter the number2:")
input("enter the number3:")
```

Out[10]:
```
'300'
```

In [12]:
```
num1=input("enter the number1:")
num2=input("enter the number2:")
```

In [14]:
```
num1
```

Out[14]:
```
'100'
```

Note

- input always give the string data type only
- in order to perform math calculations we need to convert into numerical format i.e. int or flot

In [15]:
```
input()
```

Out[15]: '100'

In [16]:
```
input("enter the number:")
```

Out[16]: '200'

In [17]:
```
a=input("enter the number1:")
a
```

Out[17]: '100'

In [ ]:
```
input()
input("enter the number:")
a=input("enter the number1:")
```

In [18]:
```
num1=input("enter the number1:")  # num1=int('100')
num2=input("enter the number2:")  # num2 ='100'
num1+num2  #  '100'+'200'='100200'
```

Out[18]: '100200'

In [19]:
```
num1=int(input("enter the number1:"))  # num1=int('100')=100
num2=int(input("enter the number2:"))  # num2 =int('200')=200
num1+num2  #  100+200=300
```

Out[19]: 300

In [20]:
```
num1=int(input("enter the number1:"))  # num1=int('100')=100
num2=int(input("enter the number2:"))  # num2 =int('200')=200
add=num1+num2  #  100+200=300
print(f"the addition of {num1} and {num2} is {add}")
```

```
the addition of 100 and 200 is 300
```

In [21]:
```
num1=input("enter the number1:")  # num1='100'
num2=input("enter the number2:")  # num2 ='100'
int(num1)+int(num2)  #  int('100')+int('200')=100+200
```

Out[21]: 300

In [22]:
```
num1=float(input("enter the number1:"))  # num1=int('100.5')=100
num2=int(input("enter the number2:"))  # num2 =int('200')=200
add=num1+num2  #  100+200=300
print(f"the addition of {num1} and {num2} is {add}")
```

```
---------------------------------------------------------------------------
ValueError                                Traceback (most recent call last)
Cell In[22], line 1
----> 1 num1=int(input("enter the number1:"))  # num1=int('100.5')=100
      2 num2=int(input("enter the number2:"))  # num2 =int('200')=200
      3 add=num1+num2  #  100+200=300

ValueError: invalid literal for int() with base 10: '100.5'
```

eval

- eval means evaluate

- what ever the number we enter, eval will convert to corresponding data type

In [28]:
```
num1=eval(input("enter the number1:"))  # num1=int('100.5')=100
num2=eval(input("enter the number2:"))  # num2 =int('200')=200
add=num1+num2  #  100+200=300
print(f"the addition of {num1} and {num2} is {add}")
```

```
the addition of 100.5 and 100.5 is 201.0
```

In [ ]:
```
# wap ask the user enter 3 numbers calculate average
# wap ask the user enter the 2 numbers find the subtraction, addition, multuplic
# wap ask the uer enter radius values find the area of the circle
# wap ask the user bill amount,
#     ask the user how much tip you want pay in percentage
#     calculate totalbill

# wap ask the user bill amount in dollars
#             ask the user onedollar
#         print the bill amount in rupees

#wap ask the user enter base height calculate area of the traingle
#wap ask the user enter length and breadth calculate area of the rectangle
```

In [29]:
```
num1=eval(input("enter the number1:"))  # num1=int('100.5')=100
num2=eval(input("enter the number2:"))  # num2 =int('200')=200
num3=eval(input("enter the number3:"))
avg=(num1+num2+num3)/3
print(f"the average of {num1},{num2} and {num3} is {avg}")
```

```
the average of 10,20 and 30 is 20.0
```

In [30]:
```
radius=eval(input("enter the radius:"))
pi_value=eval(input("enter the pi:"))
area=pi_value*radius*radius
print("The area of circle is:{}".format(area))
print(f"The area of circle is:{area}")
```

```
The area of circle is:314.0
The area of circle is:314.0
```

In [ ]:
```

```