

```
import random
temp=random.randint(10,120)
hum=random.randint(10,120)
print (temp)
print (hum)
a= temp
b= hum
if ((a<80) & (b<90)) :

    print("Temperature is Normal")
    print("Humidity is Normal")
    print("Alarm OFF")

elif((a>80) & (b>90)) :
    print("Temperature is High")
    print("Humidity is Low")
    print("Alarm ON")

elif ((a>80) & (b<90)) :
    print("Temperature is High")
    print("Humidity is High ")
    print("Alarm ON")

elif((a<80) & (b>90)) :
    print("Temperature is Low")
    print("Humidity is High")
    print("Alarm OFF")

else:
    print("Temperature is Low")
```

```
print('start')
a= temp
b= hum
if ((a<80) & (b<90)) :

    print("Temperature is Normal")
    print("Humidity is Normal")
    print("Alarm OFF")

elif ((a>80) & (b>90)) :
    print("Temperature is High")
    print("Humidity is Low")
    print("Alarm ON")

elif ((a>80) & (b<90)) :
    print("Temperature is High")
    print("Humidity is High ")
    print("Alarm ON")

elif ((a<80) & (b>90)) :
    print("Temperature is Low")
    print("Humidity is High")
    print("Alarm OFF")

else:
    print("Temperature is Low")
    print("Humidity is Low")
    print("Alarm OFF")
    print("nothing happen ")
```

```
IDLE Shell 3.10.7
File Edit Shell Debug Options Window Help
===== RESTART: C:/Users/ELCOT/Documents/1.py =====
69
40
Temperature is High
Humidity is Low
Alarm ON
>>>
>>>
===== RESTART: C:/Users/ELCOT/Documents/1.py =====
>>> 15
43
Temperature is Low
Humidity is High
Alarm OFF
>>>
===== RESTART: C:/Users/ELCOT/Documents/1.py =====
14
40
Temperature is Low
Humidity is High
Alarm OFF
>>>
===== RESTART: C:/Users/ELCOT/Documents/1.py =====
112
24
Temperature is High
Humidity is High
Alarm ON
>>>
```