1. **Python?**

Python is an object-oriented, dynamically semantic, high-level, interpreted programming language. Its high-level built-in data structures, along with dynamic typing and dynamic binding, make it particularly alluring for quick application creation as well as for usage as a scripting or glue language to join together preexisting components. Python's straightforward, simple-to-learn syntax emphasises readability, which lowers the cost of programme maintenance. Python allows packages and modules, which promote the modularity and reuse of code in programmes. The Python interpreter and the comprehensive standard library are freely distributable and accessible in source or binary form for all popular platforms.

1. **Create a login function**

print('login function')  
create\_user = input('create user\n')  
password = input('create password\n')  
enter\_username = input('enter user name\n')  
enter\_password = input('enter password\n')  
if create\_user == enter\_username and password == enter\_password:  
 print('login successfully')  
else:  
 print('incorrect username or password')

1. **Write a program to find odd or even number ?**

print('find odd or even number')  
number = int(input('enter the number\n'))  
if number % 2 == 0:  
 print('the number is even')  
else:  
 print('the number is odd')

1. **Create a list of fruits and iterate through them**

print('fruits name')  
fruits =['apple','orange','banana','grapes','jack fruit']  
for x in fruits:  
 print(x)