Data Sttuctures, conditional statements and functions in Python.

LIST

```
# Creating a random List

my_random_list = [1, 7, 9, 'Adam', 'Hauwa', 'Nusaiba', 'Bilkis', True]

print(my_random_list)

[1, 7, 9, 'Adam', 'Hauwa', 'Nusaiba', 'Bilkis', True]

lst1 = [10, 20, 30, 40, 50, 60, 70, 80, 90, 100]

lst1

[10, 20, 30, 40, 50, 60, 70, 80, 90, 100]
```

Tuples

```
# Creating a tuple
Childrens_height_in_meters = (0.3, 0.4, 0.5, 0.7, 0.8, 1)
print(Childrens_height_in_meters)

(0.3, 0.4, 0.5, 0.7, 0.8, 1)

# Overiding a tuple
Childrens_height_in_meters = (0.6, 0.8, 1, 1.4, 1.6, 2)
print(Childrens_height_in_meters)

(0.6, 0.8, 1, 1.4, 1.6, 2)
```

Sets

```
# Creating a set
my_set = {100, 200, 300, 400, 500}
print(my_set)

{400, 100, 500, 200, 300}

my_new_set = {100, 100, 200, 200, 300, 300, 400, 400, 500, 500, 600, 600}
print(my_new_set)

{400, 100, 500, 200, 600, 300}
```

Dictionaries

```
# Creating a dictionary
my_dict = {"Name": "Minal", "Age": 6, "Class": "Basic 1"}
print(my_dict)
{'Name': 'Minal', 'Age': 6, 'Class': 'Basic 1'}
```

Conditional statements

```
# Creating a statement
age = 18
if age < 18:
 print("Not qualified for level 1")
elif age == 18:
 print("Qualified for level 1")
else:
 print("Consider higher levels")
     Qualified for level 1
age = 17
if age < 18:
 print("Not qualified for level 1")
elif age == 18:
 print("Qualified for level 1")
else:
  print("Consider higher levels")
     Not qualified for level {\bf 1}
age = 20
if age < 18:
  print("Not qualified for level 1")
elif age == 18:
 print("Qualified for level 1")
  print("Consider higher levels")
```

Consider higher levels

Functions

```
from ast import Name

# Creating a function
def greet(Name):
    print("Hello," + Name)

# Call a function
greet("Jigawa")

Hello,Jigawa
```

Combining conditional statement and function

```
# Example of coding with function and conditional statement
def check_even_odd(num):
    if num % 2 == 0:
        print(num , "is even")
    else:
        print(num , "is odd")

# Test the function
check_even_odd(133)

    133 is odd

check_even_odd(90)
```

90 is even