

main.py



Run

```
1 base = input("Enter the base attack speed: ")
2 bonus = input("Enter the bonus attack speed %: ")
3 lvl = input("Enter the level: ")
4 base = float(base)
5 bonus = float(bonus.strip('%')) / 100
6 lvl = float(lvl)
7 result = base * (1 + (bonus * (lvl - 1)))
8 current = input("The character's current attack speed is " + str
    (round(result, 3)) + ".")
```

Shell

Clear

```
Enter the base attack speed: 0.658
Enter the bonus attack speed %: 4
Enter the level: 10
The character's current attack speed is 0.895.
```