Lab 3-Fundamentele Programarii

Cerintele:

8cu 12  
Scenarii de rulare  
Cazuri de testare

Pentrumeniuri interfata utilizator tip consola

# Import the necessary packages

from consolemenu import \*

from consolemenu.items import \*

# Create the menu

menu = ConsoleMenu("Title", "Subtitle")

# Create some items

# MenuItem is the base class for all items, it doesn't do anything when selected

menu\_item = MenuItem("Menu Item")

# A FunctionItem runs a Python function when selected

function\_item = FunctionItem("Call a Python function", input, ["Enter an input"])

# A CommandItem runs a console command

command\_item = CommandItem("Run a console command", "touch hello.txt")

# A SelectionMenu constructs a menu from a list of strings

selection\_menu = SelectionMenu(["item1", "item2", "item3"])

# A SubmenuItem lets you add a menu (the selection\_menu above, for example)

# as a submenu of another menu

submenu\_item = SubmenuItem("Submenu item", selection\_menu, menu)

# Once we're done creating them, we just add the items to the menu  
  
x1,x2,x3=(4,5,6) (tuple)

X1=4

X2=5  
Dictionar  
d={“name”:”Radu”,

“age”:24  
“grade”:8}

d[“name”]

json

server

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menu.append\_item(menu\_item)

menu.append\_item(function\_item)

menu.append\_item(command\_item)

menu.append\_item(submenu\_item)

# Finally, we call show to show the menu and allow the user to interact

menu.show()