

input

- input is a keyword, we can provide values from keyboard
- which means user can give the own values
- the kernal will be busy , untill unless you need to provide values inside the box
- provide the value and hit enter
- make sure that * should gone
- The default data type is **string data type**

```
In [ ]: input()
```

```
In [ ]: a=input()
```

```
In [ ]: a
```

```
In [ ]: a=input()  
b=input()  
a+b
```

```
In [ ]: type(a)
```

```
In [ ]: type(b)
```

```
In [ ]: num=input("enter the number:")
```

```
In [ ]: type(num)
```

```
In [ ]: a=int(input()) # int('100')=100  
b=int(input()) # int('200')=200  
a+b # 100+200=300
```

```
In [ ]: a=input()  
b=input()  
a+b
```

```
In [ ]: a=int(input("enter the num1:"))  
b=int(input("enter the num2:"))  
c=a+b  
print(f"the addition of {a} and {b} is {c}")
```

```
In [ ]: import streamlit  
a=int(input("enter the number1"))  
b=int(input("enter the number2"))  
c=a+b  
print(f"the addition of {a} and {b} is {c}")
```

```
In [ ]: input()
```

```
In [ ]: input()
```

```
In [ ]: input("enter the name:")
```

```
In [ ]: input("enter the number1:")
```

```
In [ ]: input()
input("enter the name:")
input("enter the number1:")
```

```
In [ ]: input()
```

```
In [ ]: input()
```

```
In [ ]: input()
```

```
In [ ]: input()
```

```
In [2]: input()
```

```
Out[2]: 'naresh it'
```

```
In [4]: input()
```

```
Out[4]: 'harika'
```

```
In [6]: name1=input()
name2=input("enter the name:")
num=input("enter the number1:")
print(name1)
print(name2)
print(num)
```

```
sampath
ram
100
```

```
In [8]: n1=int(input("enter the num1:")) # int('100')=100
n2=int(input("enter the num2:")) # int('200')=200
add=n1+n2 # add= 100+200
print(add) # print(300)
```

```
300
```

```
In [9]: '100'+ '200'
```

```
Out[9]: '100200'
```

```
In [10]: 100+200
```

```
Out[10]: 300
```

```
In [11]: n1=input("enter the num1:") # n1='100'
n2=input("enter the num2:") # n2='200'
add=int(n1)+int(n2) # add=int('100')+int('200')= 100+200=300
print(add)
```

300

```
In [13]: n1=float(input("enter the num1:"))
n2=int(input("enter the num2:"))
add=n1+n2
print(add)

# whenever int is there dont give the float values
# If you want to give float values then apply float conversion
# If you want to give int values then apply int conversion
```

200.25

eval

- eval meaning **evaluate**
- evaluate will use for numbers only, not for english
- evaluate will convert integer numbers to integer
- evaluate will convert float numbers to float

```
In [16]: n1=eval(input("enter the num1:"))
n2=eval(input("enter the num2:"))
add=n1+n2
print(add)
```

300.5

In []: