

Question 1:

Explanation

Prompt the User:

The `get_user_input` function prompts the user to enter their name, age, email, and favorite number. These inputs are then stored in a dictionary named `user_info`.

Store Inputs in a Dictionary:

The `user_info` dictionary contains the user inputs with keys: 'name', 'age', 'email', and 'favorite_number'.

Validate Email Format:

The `validate_email` function uses a regular expression to check if the email contains "@" and "." in the correct format. It returns `True` if the email is valid, otherwise `False`.

Display Formatted Message:

The `display_message` function formats and prints the message using the information stored in the `user_info` dictionary.

Main Function:

The main function coordinates the process. It calls `get_user_input` to get the user's input, validates the email, and if valid, displays the formatted message. If the email is invalid, it prints an error message.

This code ensures that the user is prompted for their details, the details are validated, and a message is displayed, all while adhering to the specified requirements.

```
Enter your name: Hamza Khurshid
Enter your age: 22
Enter your email: hamza@gmail.com
Enter your favorite number: 17
Hello Hamza Khurshid, you are 22 years old, your email is hamza@gmail.com, and your favorite number is 17.
```

Question 2:

Explanation

Function Definition:

`is_even(number)` is defined to take one parameter, `number`, which is expected to be an integer.

Check if the Number is Even:

The condition `if number % 2 == 0`: checks if the remainder when `number` is divided by 2 is 0, which indicates that the number is even.

- If the number is even, it prints a message stating the number is even and returns `True`.
- If the number is not even (i.e., it is odd), it prints a message stating the number is odd and returns `False`.

Example Usage:

The user is prompted to enter an integer.

The `is_even` function is called with the entered integer, and the result is printed.

This code will correctly determine whether a number is even or odd, print the appropriate message, and return `True` or `False` based on the condition.

```

hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$
Enter an integer: 22
The number 22 is even.
is_even(22) returned True
hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$
Enter an integer: 17
The number 17 is odd.
is_even(17) returned False
hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$

```

Question 3:

Function Definition:

- `convert_temperature(temp, scale)` is defined to take two parameters: `temp` (temperature value) and `scale` (a string representing the scale, either "C" for Celsius or "F" for Fahrenheit).

Check the Scale and Convert the Temperature:

- The `if` statement checks if the scale is "C" (Celsius). If true, it converts the temperature to Fahrenheit using the formula $F = (C * 9/5) + 32$, prints the converted temperature, and returns it.
- The `elif` statement checks if the scale is "F" (Fahrenheit). If true, it converts the temperature to Celsius using the formula $C = (F - 32) * 5/9$, prints the converted temperature, and returns it.
- If the scale is neither "C" nor "F", it prints an error message indicating an invalid scale and returns `None`.

Example Usage:

- The user is prompted to enter a temperature value and a scale.
- The `convert_temperature` function is called with the entered temperature and scale, and the converted temperature is displayed.

This code will correctly convert a given temperature from Celsius to Fahrenheit or vice versa and display the converted temperature.

```
15_even(17) returned False
● hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$
  Enter the temperature value: 55
  Enter the scale (C for Celsius, F for Fahrenheit): c
  55.0°C is 131.00°F
● hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$
  Enter the temperature value: 55
  Enter the scale (C for Celsius, F for Fahrenheit): f
  55.0°F is 12.78°C
○ hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$
```

Question 4:

Function Definition:

- `find_max_min(numbers_list)` is defined to take one parameter, `numbers_list`, which is a list of numbers.
- The function uses the built-in `max()` and `min()` functions to find the maximum and minimum numbers in the list, respectively.
- It returns a tuple containing the maximum and minimum numbers.

Main Function:

- The main function prompts the user to enter 5 numbers.
- It initializes an empty list called `numbers`.
- A for loop is used to prompt the user for 5 numbers, which are converted to floats and appended to the `numbers` list.
- The `find_max_min` function is called with the `numbers` list to get the maximum and minimum numbers.
- The maximum and minimum numbers are then printed.

Entry Point:

- The `if __name__ == "__main__":` block ensures that the main function is called only when the script is executed directly, not when it is imported as a module.

This code will prompt the user to enter 5 numbers, find the maximum and minimum numbers in the list using the `find_max_min` function, and display the results.

```
• hamzahey@hamzahey-PT263E-0PL04MEN:~/Bytewise ML DL Track/Week 2$  
Enter 5 numbers:  
Number 1: 22  
Number 2: 34  
Number 3: 33  
Number 4: 55  
Number 5: 43  
The maximum number is: 55.0  
The minimum number is: 22.0
```

Question 5:

Explanation

Prompt the User for Details:

The main function uses a loop to prompt the user to enter the name, age, and grade for 3 students.

These details are stored in a tuple (name, age, grade) and appended to the `students_list`.

Convert List of Tuples to Dictionary:

A dictionary comprehension is used to convert `students_list` into `students_dict`.

The comprehension iterates over each tuple in the list, using the student's name as the key and the tuple (age, grade) as the value.

Display the Output:

The program prints the details of each student stored in the dictionary in a formatted manner.

Entry Point:

The `if __name__ == "__main__":` block ensures that the main function is called only when the script is executed directly.

This code will prompt the user to enter details for 3 students, store these details in a list of tuples, convert the list into a dictionary, and display the details in a user-friendly format.

```
Enter details for student 1:
Name: Hamza
Age: 22
Grade: A
Enter details for student 2:
Name: Usama
Age: 33
Grade: B
Enter details for student 3:
Name: Zaid
Age: 28
Grade: C-

Student Details:
Name: Hamza, Age: 22, Grade: A
Name: Usama, Age: 33, Grade: B
Name: Zaid, Age: 28, Grade: C-
```

Question 6:

Explanation

Function Definition:

The `update_inventory` function takes three parameters: `inventory_dict`, `item`, and `quantity`.

It updates the inventory by adding or removing the specified quantity. If the item does not exist in the inventory and the quantity is positive, it adds the item with the

specified quantity. If the quantity is negative and the item does not exist, it sets the quantity to 0.

It ensures that the quantity of any item does not go below zero.

It returns the updated inventory dictionary.

Main Function:

The main function initializes an inventory dictionary with at least 5 items.

It prompts the user to update the inventory by adding or removing quantities of 3 items. It uses a loop to get the item name and quantity to update from the user, then calls `update_inventory` to update the inventory.

It displays the initial and updated inventory.

Entry Point:

The `if __name__ == "__main__":` block ensures that the main function is called only when the script is executed directly.

This code will initialize an inventory with 5 items, allow the user to update the inventory by adding or removing quantities of 3 items, and display the updated inventory.

```
Initial inventory: {'apple': 10, 'banana': 5, 'orange': 8, 'milk': 2, 'bread': 6}

Enter the item name to update: apple
Enter the quantity to add/remove for apple (use negative values for removal): 5

Enter the item name to update: banana
Enter the quantity to add/remove for banana (use negative values for removal): -5

Enter the item name to update: milk
Enter the quantity to add/remove for milk (use negative values for removal): 10

Updated inventory: {'apple': 15, 'banana': 0, 'orange': 8, 'milk': 12, 'bread': 6}
```