#1 Create three variables in a single line and assign values to them in such a manner that each one of  
#them belongs to a different data type  
  
a = 1  
b = 2.5  
c = "Alex"  
print (type(a) ,type(b) ,type(c))  
#  
#2 Create a variable of type complex and swap it with another variable of type integer#  
  
a = 1  
b = 1+2j  
a , b = b , a  
print ("a =" , a)  
print ("b =" , b)  
  
#3 Swap two numbers using a third variable and do the same task without using any third variable.  
  
a = 1  
b = 1+2j  
a , b = b , a  
print ("a =" , a)  
print ("b =" , b)  
  
4.Write a program that takes input from the user and prints it using both Python 2.x and Python 3.x  
Version.  
 Python 3x  
 a = input("enter a value:")  
 print(a)  
  
 Python 2x  
 a = raw\_input("enter a value:")  
 print(a)  
  
  
  
 5.Write a program to complete the task given below:  
Ask users to enter any 2 numbers in between 1-10 , add the two numbers and keep the sum in  
another variable called z. Add 30 to z and store the output in variable result and print result as the  
final output.  
  
a = input("enter number between 1-10:")  
b = input("enter number between 1-10:")  
z = int (a )+ int (b)  
print (z)  
x = int(z) + 30  
print (x)  
  
6.Write a program to check the data type of the entered values.  
HINT: Printed output should say - The data type of the input value is : int/float/string/etc  
  
a = eval(input("enter the value a:"))  
print ("The data type of the input value:" ,a)  
  
7.Create Variables using formats such as Upper CamelCase, Lower CamelCase, SnakeCase and  
UPPERCASE.  
lower camel case--  
mahimaPandya  
  
UpperCamel  
MahimaPandya  
  
Snakecase  
mahima\_pandya  
  
Uppercase  
MAHIMAPANDYA  
  
8.If one data type value is assigned to ‘a’ variable and then a different data type value is assigned to ‘a’  
again. Will it change the value? If Yes then Why?  
  
a = int(input("value of a:"))  
a = float(input("value of a:"))  
print(a)  
Value of 'a' will b changes as t will take the last value entered.