Q1) Create a function read three numbers find the average

Q2) Create a function ask the user enter the bill amount - enter the tip per - calculate total bill pay

```
In [13]: def billing():
        bill=eval(input("Enter the bill:"))
        tip=eval(input("Enter the tip presentge:"))
        total_bill=bill+bill*tip/100
        print(f"the calculation of total:{total_bill}")
        billing()
```

the calculation of total:2400.0

Q3) Create a function ask the user enter enter radius - calculate the area of the circle

```
In [15]: import math
    pi=math.pi
    def cir_area():
        radius=eval(input("enter the radius:"))
        area=pi*radius*radius
        print(f"the circle area is:{area} which radius is:{radius}")
        cir_area()
```

the circle area is:153.93804002589985 which radius is:7

Q4) Create a function ask the user enter breadth and height - calculate area of the traingle

```
In [17]: def tri_area():
    height=eval(input("Enter the height"))
    breath=eval(input("Enter the breath"))
    area=(height+breath)/2
    print(f"the area of triangle is:{area}")
    tri_area()
```

the area of triangle is:30.0

Q5) Create a function ask the user enter a number find it is even or odd

```
In [19]: def odd_even():
    num=eval(input("Enter the number:"))
    if num%2==0:
        print(f"it is even number.")
    else:
```

```
print(f"it is odd number.")
odd_even()
```

it is odd number.

Q6) create a function ask the user enter number find it is postive or ngeative or zero

it is positive number.

Q7) cratae a function ask the user enter threes numbers find the greatet number

```
In [22]: def greater_num():
    num1=eval(input("Enter the number1:"))
    num2=eval(input("Enter the number2:"))
    num3=eval(input("Enter the number3:"))
    if num1>num2 and num1>num3:
        print(f"the greatest number is:{num1}")
    elif num2>num3:
        print(f"the greatest number is:{num2}")
    else:
        print(f"the greatest number is:{num3}")
    greater_num()
```

the greatest number is:6

```
In [ ]:
```