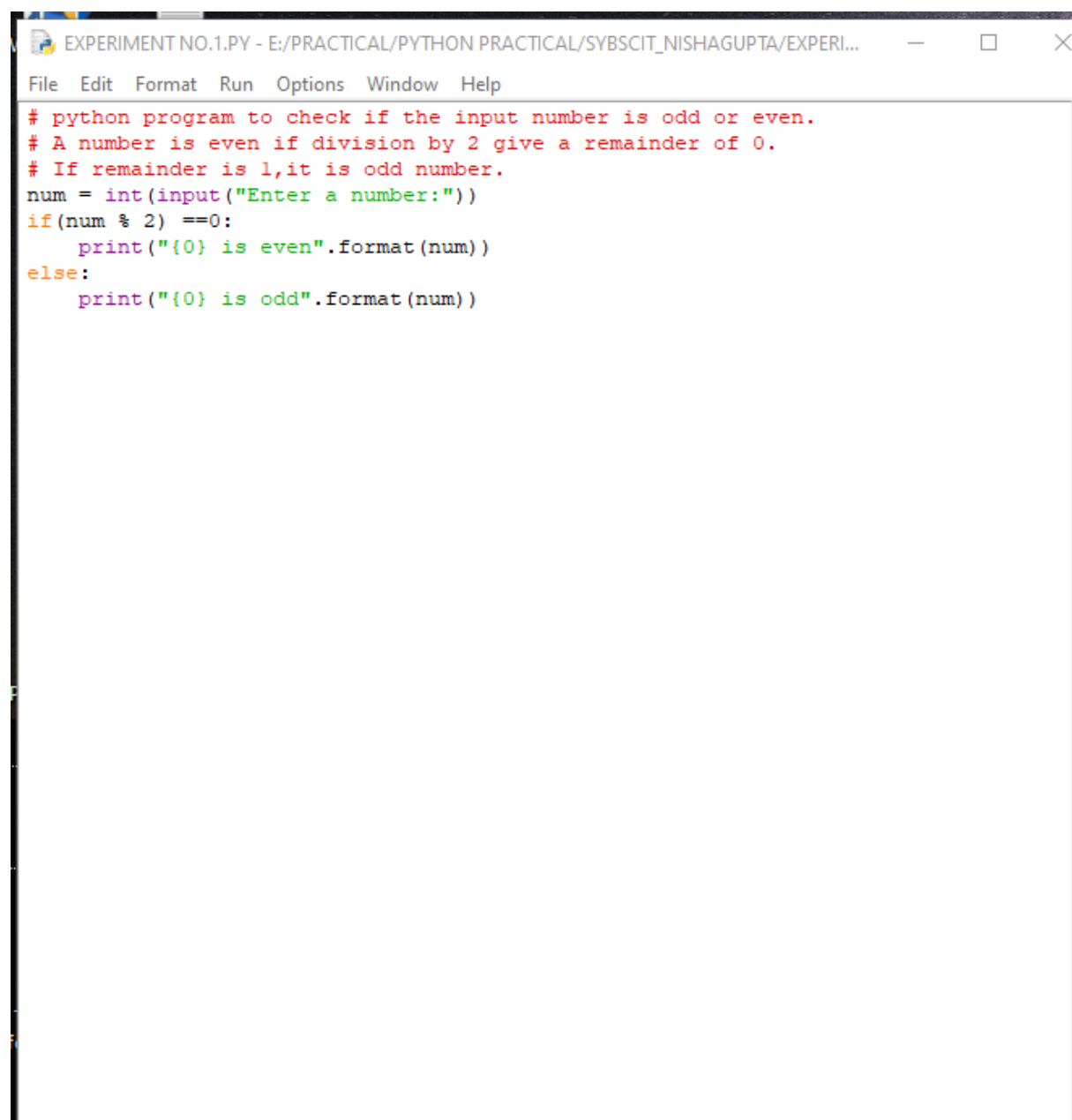


**EXPERIMENT NO.1(B)**

**B] Enter the number from the user and depending on whether the number is Even or odd, print out an appropriate message to the user.**

**CODE:**

A screenshot of a Python IDE window titled "EXPERIMENT NO.1.PY - E:/PRACTICAL/PYTHON PRACTICAL/SYBSCIT\_NISHAGUPTA/EXPERI...". The window has a menu bar with "File", "Edit", "Format", "Run", "Options", "Window", and "Help". The code editor contains the following Python code:

```
# python program to check if the input number is odd or even.  
# A number is even if division by 2 give a remainder of 0.  
# If remainder is 1, it is odd number.  
num = int(input("Enter a number:"))  
if(num % 2) ==0:  
    print("{0} is even".format(num))  
else:  
    print("{0} is odd".format(num))
```

**OUTPUT:**

IDLE Shell 3.10.5\*

— □ ×

Edit Shell Debug Options Window Help

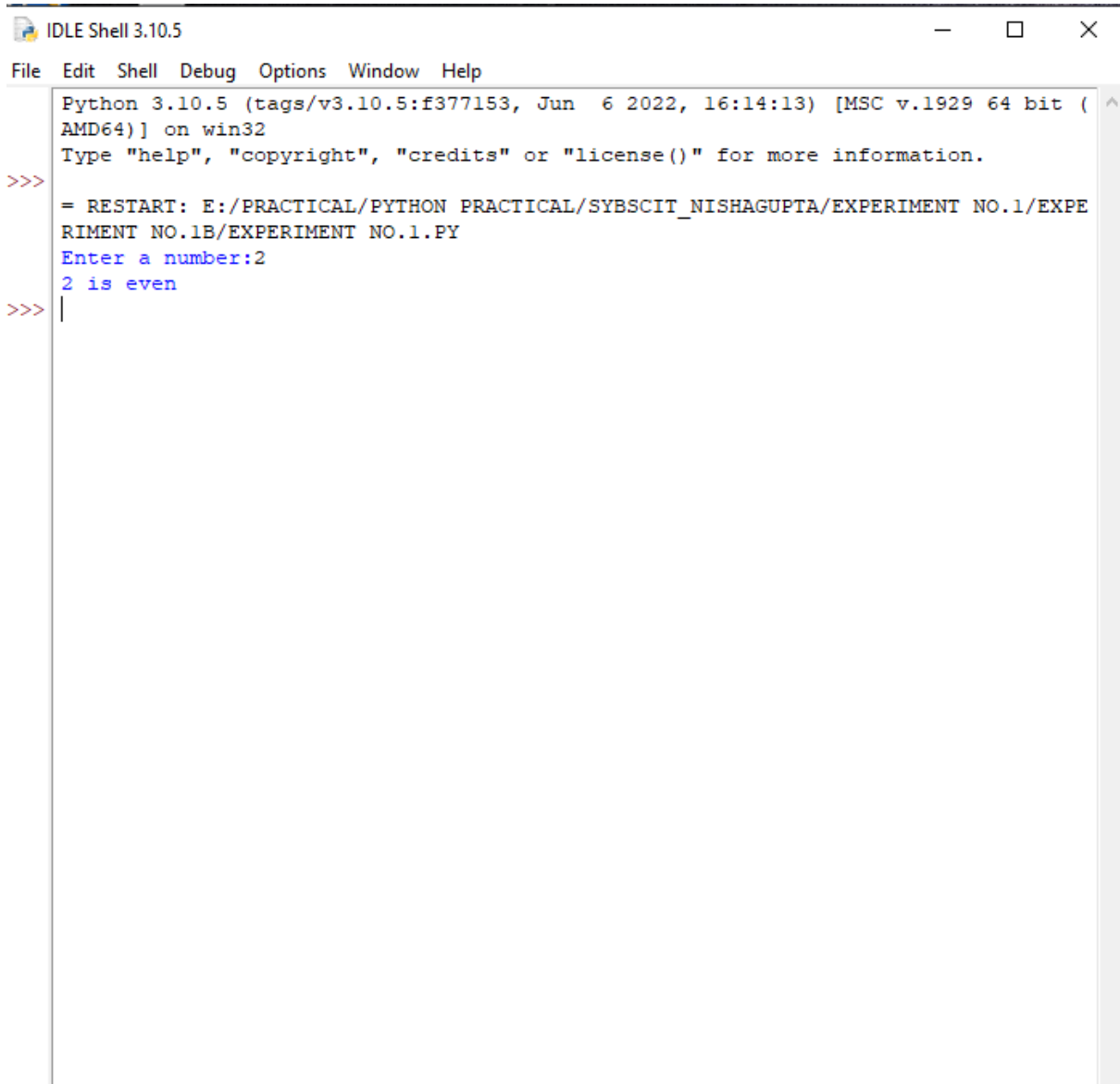
Python 3.10.5 (tags/v3.10.5:f377153, Jun 6 2022, 16:14:13) [MSC v.1929 64 bit (AMD64)] on win32

Type "help", "copyright", "credits" or "license()" for more information.

= RESTART: E:/PRACTICAL/PYTHON PRACTICAL/SYBSCIT\_NISHAGUPTA/EXPERIMENT NO.1/EXPERIMENT NO.1B/EXPERIMENT NO.1.PY

Enter a number:5

5 is odd



The screenshot shows a window titled "IDLE Shell 3.10.5" with a menu bar (File, Edit, Shell, Debug, Options, Window, Help) and a text area containing the following text:

```
Python 3.10.5 (tags/v3.10.5:f377153, Jun 6 2022, 16:14:13) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: E:/PRACTICAL/PYTHON PRACTICAL/SYBSCIT_NISHAGUPTA/EXPERIMENT NO.1/EXPERIMENT NO.1B/EXPERIMENT NO.1.PY
Enter a number:2
2 is even
>>> |
```