ASSIGNMENT -1

Arithmetic operations& variable Assignment

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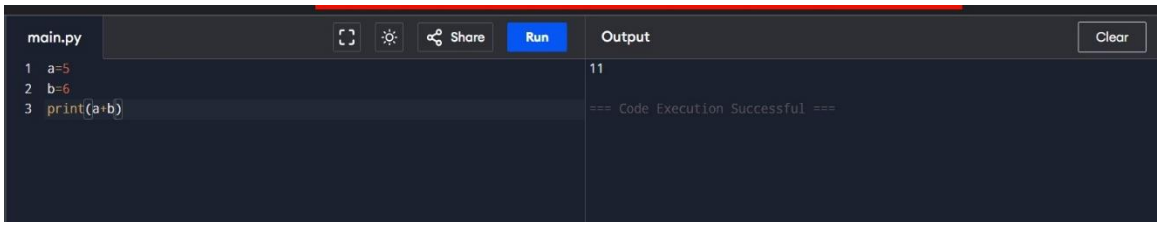
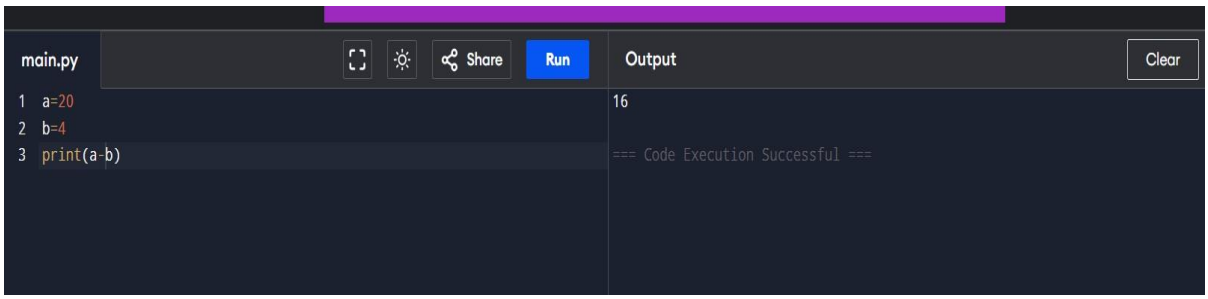
1): A variable is a name used to store a value in a program.

It's called a variable because the value it holds can change while the program runs.

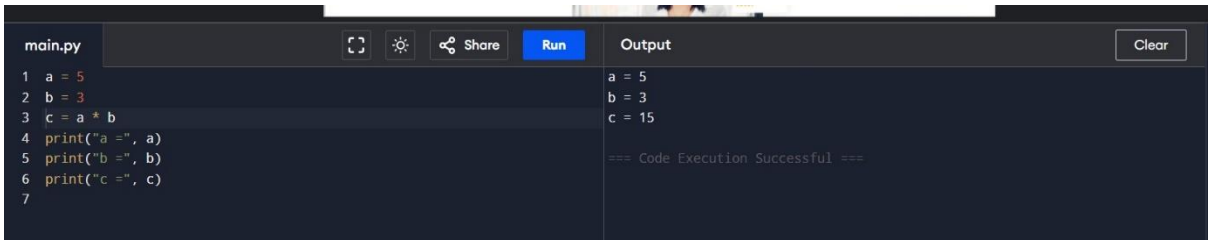
They are called variables because their values can change or vary while the program runs.



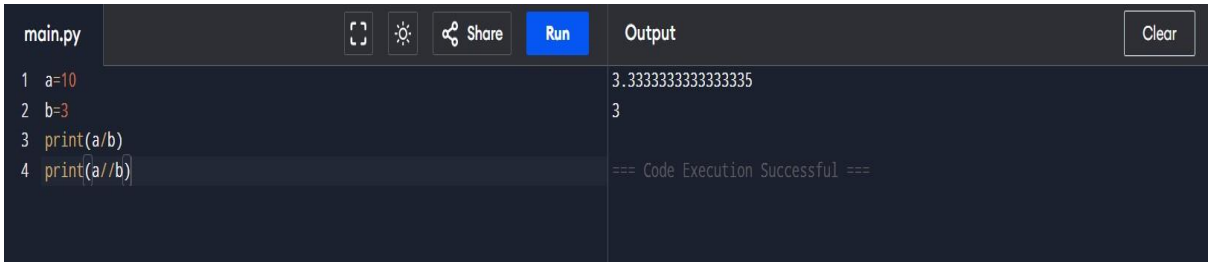
2)



3)


main.py
Share
Run
Output
Clear
1 a = 5
2 b = 3
3 c = a * b
4 print("a =", a)
5 print("b =", b)
6 print("c =", c)
7
a = 5
b = 3
c = 15
=== Code Execution Successful ===

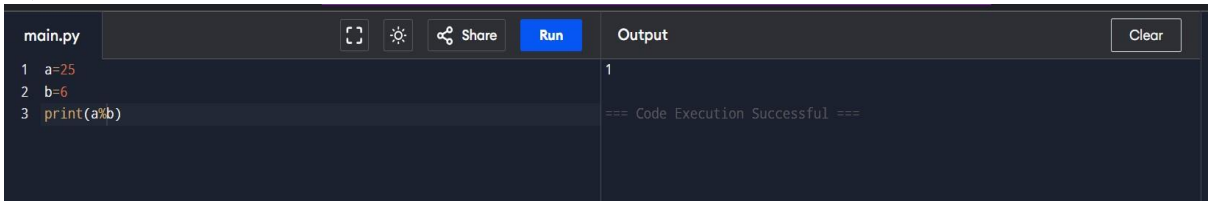
4)


main.py
Share
Run
Output
Clear
1 a=10
2 b=3
3 print(a/b)
4 print(a//b)
3.3333333333333335
3
=== Code Execution Successful ===

5)


main.py
Share
Run
Output
Clear
1 a=17
2 b=4
3 print(a//b)
4
=== Code Execution Successful ===

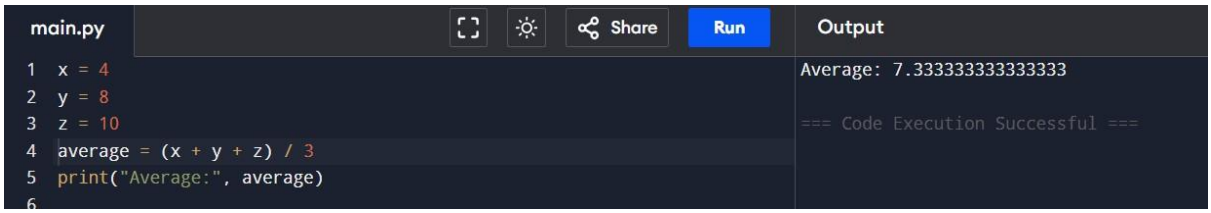
6)


main.py
Share
Run
Output
Clear
1 a=25
2 b=6
3 print(a%b)
1
=== Code Execution Successful ===

7)


main.py
Share
Run
Output
Clear
1 a = 5
2 b = 3
3 square =(a**b)
4 print(square)
5
125
=== Code Execution Successful ===

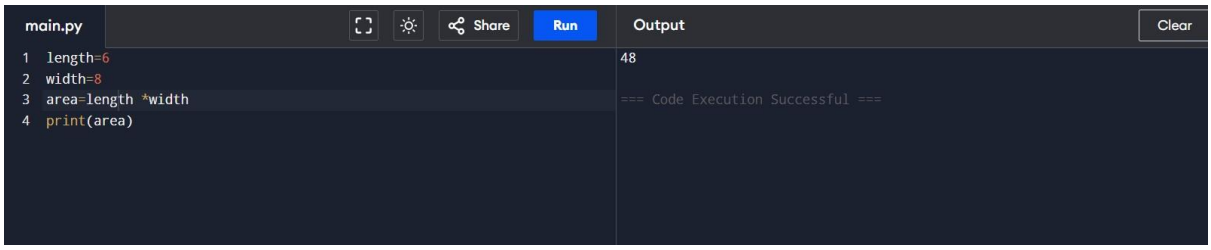
8)


main.py
Share
Run
Output
1 x = 4
2 y = 8
3 z = 10
4 average = (x + y + z) / 3
5 print("Average:", average)
6
Average: 7.333333333333333
=== Code Execution Successful ===

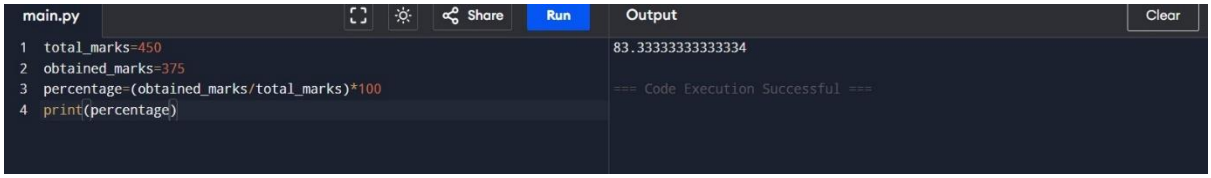
9)


main.py
Share
Run
Output
Clear
1 num = 9
2 cube = num ** 3
3 print(cube)
729
=== Code Execution Successful ===

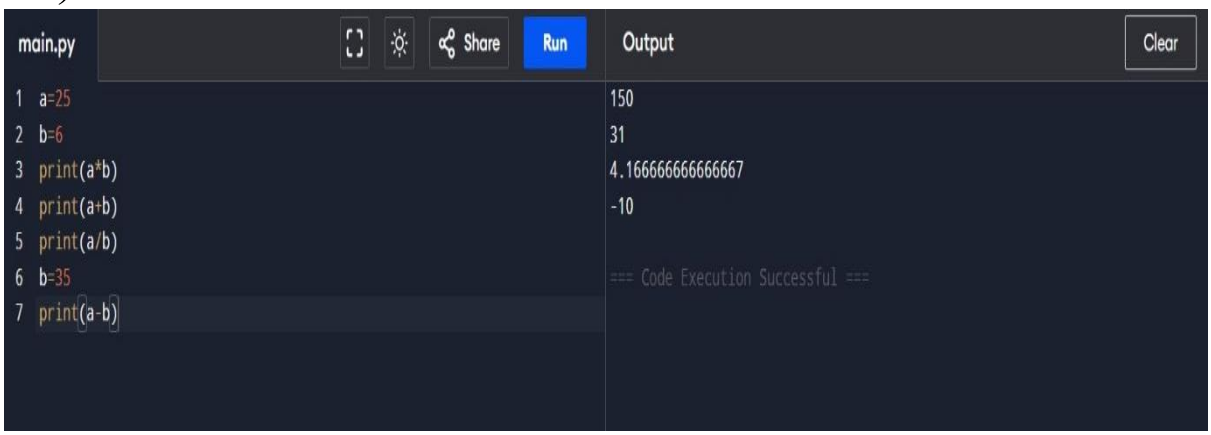
10)


main.py
Share
Run
Output
Clear
1 length=6
2 width=8
3 area=length *width
4 print(area)
48
=== Code Execution Successful ===

11)


main.py
Share
Run
Output
Clear
1 total_marks=450
2 obtained_marks=375
3 percentage=(obtained_marks/total_marks)*100
4 print(percentage)
83.33333333333334
=== Code Execution Successful ===

13)


main.py
Share
Run
Output
Clear
1 a=25
2 b=6
3 print(a*b)
4 print(a+b)
5 print(a/b)
6 b=35
7 print(a-b)
150
31
4.166666666666667
-10
=== Code Execution Successful ===