import random.random()\*100
temperaturse\*(random.random())\*100
temperaturse\*(random.random())\*100
countedStumi\*=cound(Handity)
print("The temperature is",roundedTemp)
if roundedTemp>30:
 print("Temperature is high")
else:
 print("Temperature is low")
temperature\*(random.random())\*100
undedTemp=round(temperature)
print("Temperature)
if roundedStumi>300
print("Mandity is high")
else:
 print("Mandity is high")
else:
 print("Mandity is high")

python code.py - C:/Users/ELCOT/AppData/Local/Programs/Python/Python39/python code.py (3.9.8)

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