
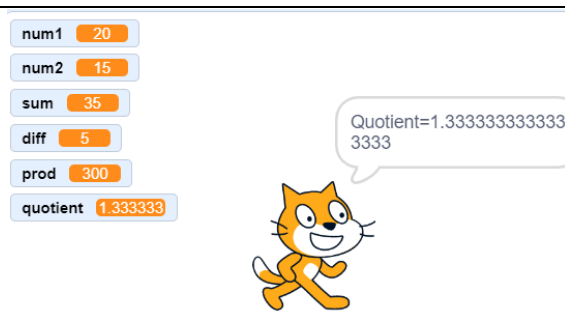


Module 5 Example: Generate two random numbers in the range 10 to 20 and determine and display the sum, difference, product of these two numbers.

| Scratch Program | Python Program |
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|  <p>The Scratch program starts with a 'when green flag clicked' event. It then follows a sequence of steps: 1. Set 'num1' to a random number between 10 and 20. 2. Say 'Num1= ' followed by the value of 'num1' for 2 seconds. 3. Set 'num2' to a random number between 10 and 20. 4. Say 'Num2= ' followed by the value of 'num2' for 5 seconds. 5. Set 'sum' to 'num1 + num2'. 6. Say 'Sum= ' followed by the value of 'sum' for 2 seconds. 7. Set 'diff' to 'num1 - num2'. 8. Say 'Difference= ' followed by the value of 'diff' for 2 seconds. 9. Set 'prod' to 'num1 * num2'. 10. Say 'Product= ' followed by the value of 'prod' for 2 seconds. 11. Set 'quotient' to 'num1 / num2'. 12. Say 'Quotient= ' followed by the value of 'quotient' for 5 seconds.</p> | <pre>import random num1=random.randint(10,20) num2=random.randint(10,20) print("Num1= ",num1) print("Num2= ",num2) sum=num1+num2 print("sum= ",sum) diff=num1-num2 print("Difference= ",diff) prod=num1*num2 print("Product= ",prod) quotient=num1/num2 print("Quotient= ",quotient)</pre> |
| Sample Output (with random values) | Sample Output (with random values) |
|  <p>The Scratch sample output shows the following values in the 'monitors' area: num1 = 20, num2 = 15, sum = 35, diff = 5, prod = 300, and quotient = 1.333333. A speech bubble from the Scratch cat character says 'Quotient=1.3333333333333333'.</p> | <pre>Num1= 16 Num2= 12 sum= 28 Difference= 4 Product= 192 Quotient= 1.3333333333333333</pre> |