



Shri Yashwantrao Bhonsale Education Society's  
**YASHWANTRAO BHONSALE INSTITUTE OF TECHNOLOGY**

(DTE CODE : 3470) (MSBTE Code : 1742)

Approved by AICTE, DTE & Affiliated to Mumbai University & MSBTE Mumbai  
(NBA Accredited ME, CE, EE Diploma Programs)

## Practical No 8

### Aim

Develop a Python program that takes a numerical input and identifies whether it is even or odd, utilizing conditional statements and loops

### Apparatus / Software Required

- Python Interpreter (Python 3.14.2)

### Theory

Python provides **conditional statements and loops** to control the flow of a program.

### Conditional Statement

Conditional statements are used to **perform different actions based on conditions**.

Python mainly uses **if** and **else**.

### **Syntax:**

**if** condition:

statements

**else:**

statements

### **Example:**

```
num = 5
```

```
if num > 0:
```

```
    print("Positive number")
```

```
else:
```

```
    print("Negative number")
```



Shri Yashwantrao Bhonsale Education Society's  
**YASHWANTRAO BHONSALE INSTITUTE OF TECHNOLOGY**

**(DTE CODE : 3470) (MSBTE Code : 1742)**

Approved by AICTE, DTE & Affiliated to Mumbai University & MSBTE Mumbai  
(NBA Accredited ME, CE, EE Diploma Programs)

## Loop

A loop is used to **execute a block of code repeatedly**. Python provides a **while** loop to repeat operations until a condition becomes false.

### **Syntax:**

```
while condition:  
    statements
```

### **Example:**

```
i = 1  
while i <= 5:  
    print(i)  
    i = i + 1
```

## Modulus Operator (%)

The modulus operator **%** returns the **remainder of a division operation**.

Example:

```
10 % 2 = 0  
7 % 2 = 1
```

If the remainder is **0**, the number is **Even**.

If the remainder is **not 0**, the number is **Odd**.

## **Algorithm**

1. Start the program.
2. Ask the user to enter a number.
3. Use a loop to allow repeated execution.
4. Check the number using modulus operator **%**.
5. If the number **% 2 == 0**, display **Even Number**.
6. Otherwise display **Odd Number**.
7. Ask the user whether they want to continue.
8. Stop the program if the user chooses not to continue.

