

# Importing Modules Practice Problems Solutions:

"""

*Importing Modules:*

- 1. Use a generic import to import the "random" module*
- 2. Use a universal import to get everything from the "math" module*
- 3. Use a function import to get the exit() function from the "sys" module*
- 4. Use a function from the random module to generate a float greater than or equal to 0 and less than 100 and assign that number to a variable*
- 5. Use the sqrt() function from the math module to get the square root of the number from step 4 and assign that to a variable*
- 6. Call the exit() function from the sys module with the variable from step 5 as what it will display*

"""

# 1.

**import** random

# 2.

**from** math **import** \*

# 3.

**from** sys **import** exit

# 4.

*# The random() function generates a random float that is greater than or equal to 0.0 and less than 1.0*

*# Multiplying this random float by 100 gives a float greater than or equal to 0 and less than 100*

rand = random.random() \* 100

# 5.

square = sqrt(rand)

# 6.

exit(square)