math-lib

Release 0.1

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math-lib is a Python library for math sum and mulitply. and offers a *simple* and *intuitive* API.

Check out the *Usage* section for further information, including how to *Installation* the project.

Note: This project is under active development.

CHAPTER

ONE

CONTENTS

1.1 Usage

1.1.1 Installation

To use math-lib, first install it using pip:

```
(.venv) $ pip install math-lib
```

1.1.2 Creating recipes

To retrieve a list of random ingredients, you can use the `math-lib.get_random_ingredients()` function:

The `kind` parameter should be either `"meat"`, `"fish"`, or `"veggies"`. Otherwise, `math-lib.get_random_ingredients()` will raise an exception.

For example:

```
>>> import math-lib
>>> math-lib.get_random_ingredients()
['shells', 'gorgonzola', 'parsley']
```

1.2 API

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class math_lib.module_sum_multiply.module_sum_multiply.**math_sum_multiply**

This is the module for sum and multiply operations.

This module consists of two operations. They are summation and multiplication.

operation_one

name of the operation one

operation_two

name of the operation two

sum_two(*a*, *b*)

returns the summation of a and b

`multiply_two`(*x*, *y*)

returns the multiplication of x and y

`multiply_two`(*x: float*, *y: float*) → float

This is a function that returns the multiplication of given two values.

Parameters

- **x** – some integer a
- **y** – some integer b

Returns multiplication of x and y

`sum_two`(*a: int*, *b: int*) → int

This is a function that returns the sum of given two values.

Parameters

- **a** – some integer a
- **b** – some integer b

Returns summation of a and b

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