Programming Assignment-2: First and Last

Due on 2020-04-02, 23:59 IST

Write a Python program to get a string made of the first 2 and the last 2 chars from a given string. If the string length is less than 2, return instead of the empty string.

Input Format:
The first line of the input contains the String S.

Output Format:
The first line of the output contains the modified string.

Sample Input:
Programming

Sample Output:
Prng

Sample Test Cases

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>k</td>
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<td>hh</td>
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<td>Matrix</td>
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Announcements (announcements)

About the Course (https://swayam.gov.in/nd1_noc20_cs35/preview)  Ask a Question (forum)

Progress (student/home)  Mentor (student/mentor)
The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Sample solutions (Provided by instructor)

```python
s = input()
if len(s) < 2:
    print('', end='')
else:
    print(s[:2] + s[len(s)-2:len(s)], end='')
```

1 2 3 4 5
Author
Stylometry -
Part 08 (unit?
unit=164&lesson=173)

Natural
Language Processing -
Author
Stylometry -
Part 09 (unit?
unit=164&lesson=174)

Natural
Language Processing -
Author
Stylometry -
Part 10 (unit?
unit=164&lesson=175)

Introduction to
Networkx -
Part 01 (unit?
unit=164&lesson=176)

Introduction to
Networkx -
Part 02 (unit?
unit=164&lesson=177)

Six Degrees of
Separation :
Meet your
favourites
(unit?
unit=164&lesson=178)

Six Degrees of
Separation :
Meet your
favourites -
Part 01 (unit?
unit=164&lesson=179)

Six Degrees of
Separation :
Meet your
favourites -
Part 02 (unit?
unit=164&lesson=180)

Area
Calculation -
Don't Measure
Area Calculation - Don't Measure - Part 01
Area Calculation - Don't Measure - Part 02
Area Calculation - Don't Measure - Part 03
Area Calculation - Don't Measure - Part 04
Area Calculation - Don't Measure - Part 05
Area Calculation - Don't Measure - Part 06
Quiz: Assignment 9
Programming Assignment 1: Swap the Case
Programming Assignment 2: First and Last
Programming Assignment 3: Rotate the matrix