The School of Magic's Gradebook Level: Medium Objective: Develop a system to manage students' grades.

You are the headmaster of a school for magical creatures. Each year, you need to track the student's progress, calculate averages, and keep parents updated. Create a grade management system to store and manage students' grades efficiently, allowing easy input and review.

Remember, even a dragon deserves fair grades!

Task:

Use a dictionary to store student names and grades. Allow input of new grades, updating existing ones, and viewing a summary. Calculate average grades for individual students and the class. Key Concepts: Dictionaries, loops, input/output handling.

To create the grade management system for the School of Magic, we can use a Python program that utilizes a dictionary to store student names as keys and their grades as values (which can be a list of grades). This program will allow you to input new grades, update existing ones, and view summaries of grades and averages. Below is a complete implementation of the system:

```
In [ ]: class Gradebook:
            def init (self):
                # Initialize the dictionary to store student grades
                self.grades = {}
            def add grade(self, student name, grade):
                 """Add a new grade for a student or update existing grades."""
                 if student name in self.grades:
                     self.grades[student name].append(grade)
                 else:
                     self.grades[student name] = [grade]
                print(f"Grade '{grade}' added for {student name}.")
            def update grade(self, student name, old grade, new grade):
                 """Update an existing grade for a student."""
                if student name in self.grades and old grade in self.grades[student name]:
                     self.grades[student name].remove(old grade)
                     self.grades[student name].append(new grade)
                     print(f"Grade '{old grade}' updated to '{new grade}' for {student name}.")
                 else:
                     print(f"Grade '{old grade}' not found for {student name}.")
             def view summary(self):
                 """View a summary of student grades and their averages."""
                if not self.grades:
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print("No grades available.")
            return
       for student name, grades in self.grades.items():
            average = sum(grades) / len(grades) if grades else 0
            print(f"{student name}: Grades: {grades}, Average: {average:.2f}")
   def class average(self):
       """Calculate and display the class average for all students."""
       total grades = []
       for grades in self.grades.values():
            total grades.extend(grades)
       if not total grades:
            print("No grades available for class average.")
            return
        overall average = sum(total grades) / len(total grades)
        print(f"Class Average: {overall average:.2f}")
def main():
   gradebook = Gradebook()
   while True:
        print("\nWelcome to the School of Magic Gradebook!")
        print("1. Add Grade")
       print("2. Update Grade")
       print("3. View Summary")
       print("4. Class Average")
       print("5. Exit")
       choice = input("Choose an option: ")
       if choice == "1":
            student name = input("Enter student name: ")
            grade = float(input("Enter grade (0-100): "))
            gradebook.add_grade(student_name, grade)
        elif choice == "2":
            student name = input("Enter student name: ")
            old grade = float(input("Enter old grade: "))
            new grade = float(input("Enter new grade: "))
            gradebook.update grade(student name, old grade, new grade)
```

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elif choice == "3":
    gradebook.view_summary()

elif choice == "4":
    gradebook.class_average()

elif choice == "5":
    print("Exiting the Gradebook. Goodbye!")
    break

else:
    print("Invalid choice. Please try again.")

if __name__ == "__main__":
    main()
```

Welcome to the School of Magic Gradebook!

- 1. Add Grade
- 2. Update Grade
- View Summary
- 4. Class Average
- 5. Exit

Choose an option: 1

Enter student name: Sujay Naskar

Enter grade (0-100): 50

Grade '50.0' added for Sujay Naskar.

Welcome to the School of Magic Gradebook!

- 1. Add Grade
- 2. Update Grade
- View Summary
- 4. Class Average
- 5. Exit

Choose an option: 2

Enter student name: Sujay Naskar

Enter old grade: 50 Enter new grade: 75

Grade '50.0' updated to '75.0' for Sujay Naskar.

Welcome to the School of Magic Gradebook!

- 1. Add Grade
- 2. Update Grade
- View Summary
- 4. Class Average
- 5. Exit

In []: