Python Basic Exercises

Variables

- 1. Basic Variable Assignment
 - Create a variable `age` and assign it your age as a number.
 - Create a variable `name` and assign it your name as a string.
 - Print both variables.
- 2. Simple Calculations
 - Create two variables `x` and `y` and assign them the values `10` and `5`, respectively.
 - Create a new variable `sum` and set it to the sum of `x` and `y`.
 - Print `sum`, the result of subtracting `y` from `x`, multiplying `x` and `y`, and dividing `x` by `y`.
- 3. Swapping Variables
 - Given two variables `a = 3` and `b = 7`, swap their values so that `a` contains `7` and `b` contains `3`.
 - Print the variables to confirm the swap.
- 4. Calculating Area
 - Write a program that calculates the area of a rectangle.
 - Define variables `length` and `width`, assign them values, then create a variable `area` as `length * width
 - Print the area.

Strings

- 5. Basic String Operations
 - Create a variable `greeting` and set it to 'Hello, world!'.
 - Print the length of the string, the first character, and the last character.
- 6. String Concatenation
 - Create two variables, `first_name` and `last_name`, and set them to your first and last names.
 - Concatenate them into a new variable `full_name` with a space in between, then print `full_name`.
- 7. String Formatting

- Use an f-string to print a sentence that says, 'My name is [name] and I am [age] years old,' where `nam

8. Upper and Lower Case

- Create a variable `quote` and set it to a famous quote, e.g., 'To be or not to be, that is the question.'
- Print the quote in all uppercase letters, then print it in all lowercase letters.

9. String Slicing

- Given a variable `word = 'Python'`, print:
 - The first three characters.
 - The last three characters.
 - The word in reverse.

10. Replacing Text

- Create a variable `sentence` and set it to 'I love programming in Python.'
- Replace 'Python' with another programming language of your choice and print the new sentence.

11. Checking Substrings

- Create a variable `text = 'The quick brown fox jumps over the lazy dog'`.
- Check if the word 'fox' is in the text and print `True` or `False`.
- Check if the word 'cat' is in the text and print `True` or `False`.

Lists

12. Creating and Printing Lists

- Create a list with the names of three fruits, then print the list.
- Add a new fruit to the list, and print the updated list.
- Remove the first fruit in the list, and print the list again.

13. Accessing List Elements

- Given the list `animals = ['cat', 'dog', 'rabbit', 'hamster']`, print:
 - The first animal in the list.
 - The last animal in the list.
 - The total number of animals in the list.

14. Modifying Lists

- Create a list of five numbers, e.g., `[5, 10, 15, 20, 25]`.
- Change the second number to `12` and print the list.
- Add `30` to the end of the list and print the list again.
- Remove the last item in the list and print the list.

15. List Slicing

- Create a list of the first ten numbers.
- Print the first five numbers.
- Print the last three numbers.
- Print the list in reverse order.

16. List Comprehension

- Create a new list containing the squares of each number in the list `[1, 2, 3, 4, 5]`. Expected output: `[1

17. Counting Occurrences

- Write a program that counts the occurrences of a specific item in a list. For example:

```
fruits = ['apple', 'banana', 'apple', 'orange', 'banana', 'apple']
```

- Count how many times `apple` appears in the list.

18. Finding the Index

- Given the list `colors = ['red', 'blue', 'green', 'yellow', 'blue']`, find and print the index of the first occurren

19. List Concatenation

- Create two lists of three numbers each, e.g., `[1, 2, 3]` and `[4, 5, 6]`.
- Concatenate the two lists into one and print the result.

20. Removing Specific Items

- Write a function `remove_all(lst, value)` that removes all occurrences of a given value from a list. For e

```
numbers = [1, 2, 2, 3, 4, 2]
```

remove_all(numbers, 2) # Expected result: [1, 3, 4]

21. List Sorting

- Given a list of numbers, sort it in ascending order without using the `sort()` function. Try to implement it