

1. a) Explain terminal-based programs with examples.
b) Discuss the advantages and disadvantages of terminal-based applications.
2. a) What is Turtle graphics in Python? Explain its significance.
b) Discuss the various methods available in the Turtle module for drawing shapes.
3. a) Explain the process of drawing 2D shapes in Python using Turtle.
b) What are some common use cases for Turtle graphics in programming?
4. a) What is event-driven programming? Explain with real-world examples.
b) Discuss how event-driven programming differs from procedural programming.
5. a) What are GUI-based applications? Discuss their advantages.
b) Explain the different components of a GUI application.