

## Python Assignment - 1

### 1. Grade Checker

Take a score as input and print the grade based on the following:

90+: "A"

80-89: "B"

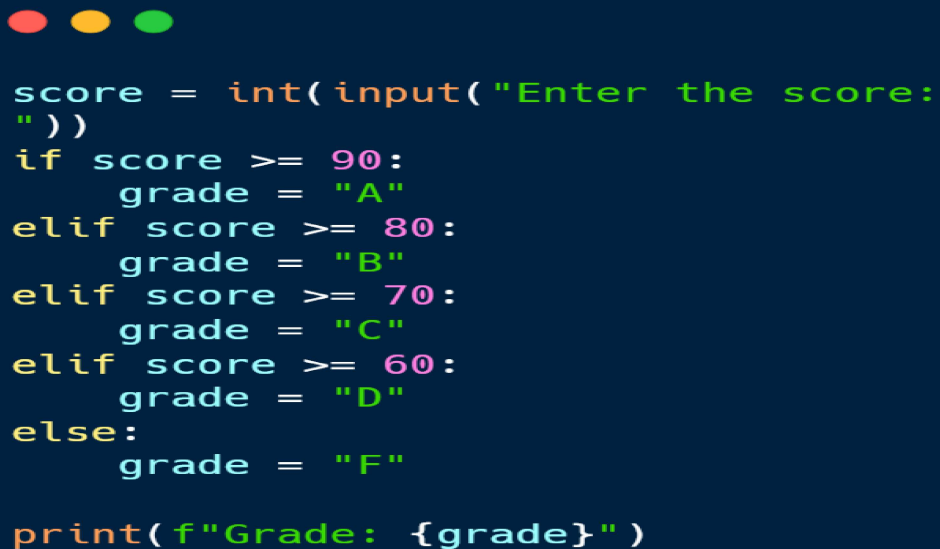
70-79: "C"

60-69: "D"

Below 60: "F"

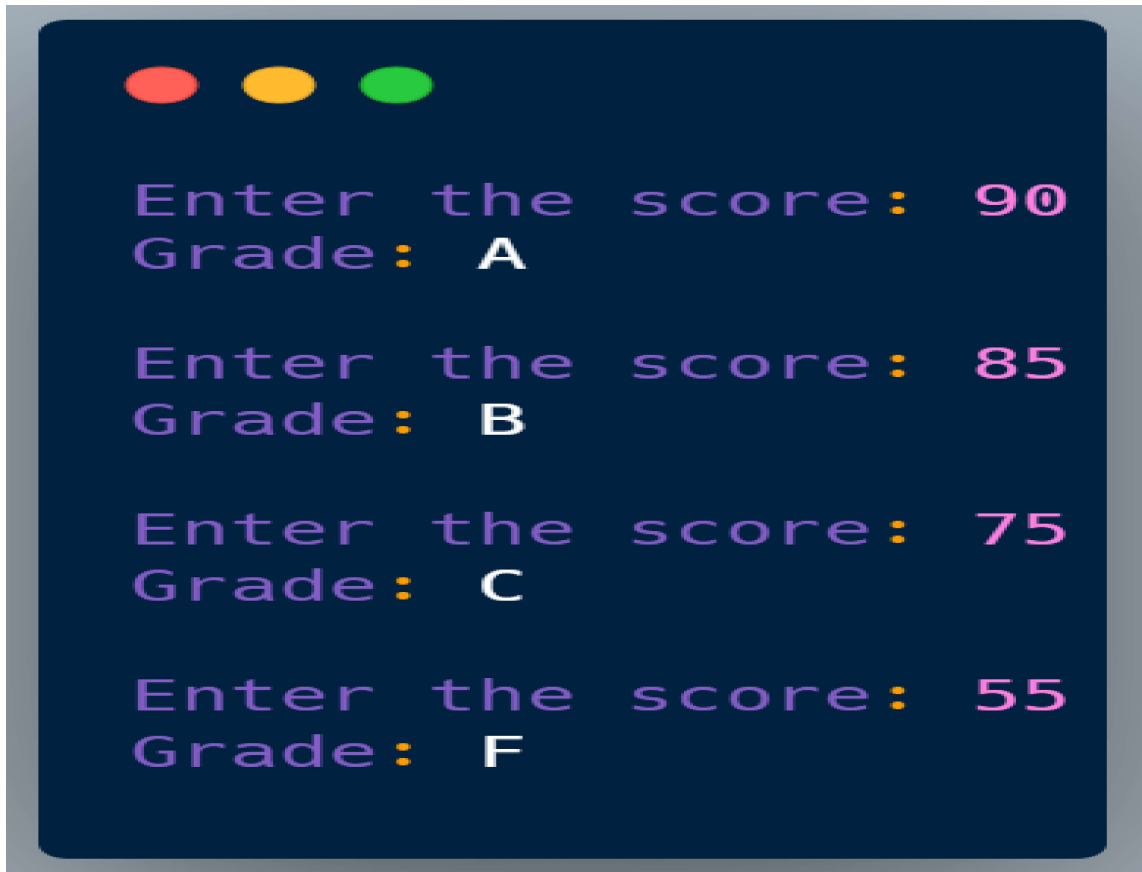
here we used a basic if else statement to carry out marks and all.

Code:

A screenshot of a code editor with a dark blue background and light green text. The code is a Python script that takes a score as input and prints the corresponding grade. The code is as follows:

```
score = int(input("Enter the score:"))
if score >= 90:
    grade = "A"
elif score >= 80:
    grade = "B"
elif score >= 70:
    grade = "C"
elif score >= 60:
    grade = "D"
else:
    grade = "F"
print(f"Grade: {grade}")
```

Output:



```
Enter the score: 90
Grade: A

Enter the score: 85
Grade: B

Enter the score: 75
Grade: C

Enter the score: 55
Grade: F
```

**Explanation:**

- **input()**: Prompts the user to enter something (in this case, a score).
- **int()**: Converts the input string to an integer, since input is taken as text by default.
- The value is stored in the variable **score**.
- If the score is 90 or more, the grade is set to **"A"**.
- **elif** means "else if".
- If the first condition wasn't true and the score is between **80 and 89**, grade is **"B"**.
- If the score is between **70 and 79**, grade is **"C"**.
- If the score is between **60 and 69**, grade is **"D"**.
- If the score is **below 60**, grade is **"F"**.
- This prints the grade using an **f-string** for formatting.

## 2. Student Grades

Create a dictionary where the keys are student names and the values are their grades. Allow the user to:

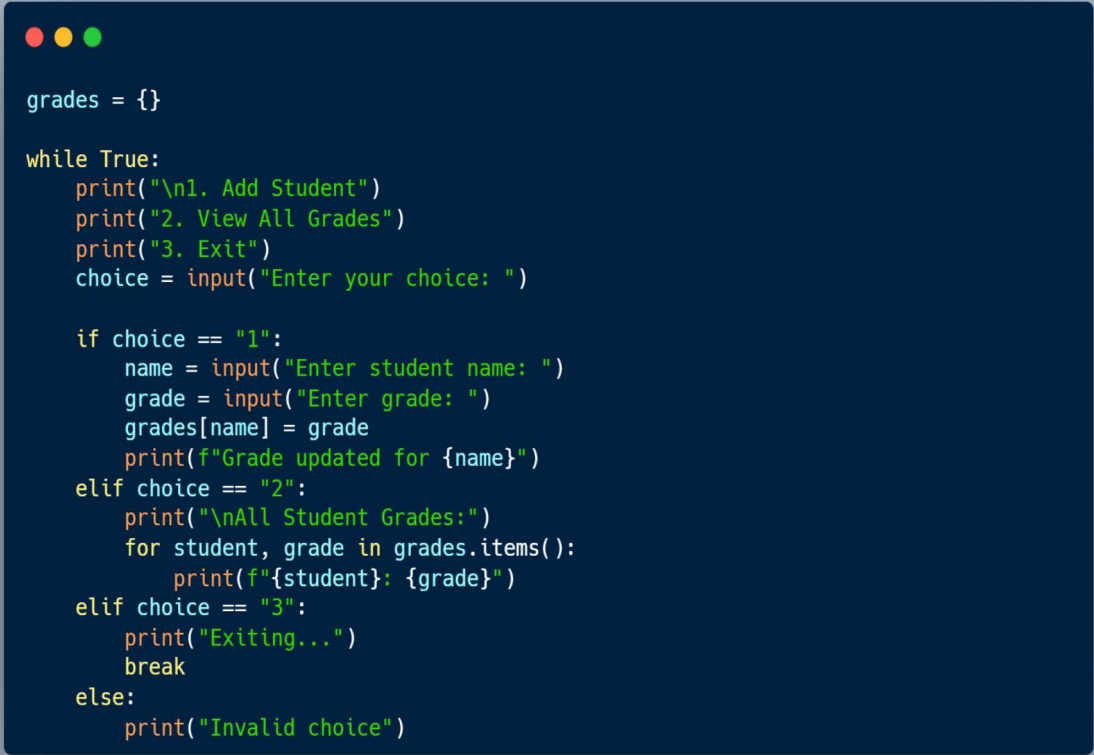
Add a new student and grade.

Update an existing student's grade.

Print all student grades.

Used a dictionary and basic operations. Using if else:

Code:


A screenshot of a code editor with a dark blue background and light green text. The code is a Python script for managing student grades. It starts with an empty dictionary 'grades'. A 'while True' loop provides a menu with three options: '1. Add Student', '2. View All Grades', and '3. Exit'. The user's choice is taken as input. If the choice is '1', the user is prompted for a student name and a grade, which are then added to the dictionary. If the choice is '2', all student grades are printed. If the choice is '3', the program exits. Any other choice is considered invalid.

```
grades = {}

while True:
    print("\n1. Add Student")
    print("2. View All Grades")
    print("3. Exit")
    choice = input("Enter your choice: ")

    if choice == "1":
        name = input("Enter student name: ")
        grade = input("Enter grade: ")
        grades[name] = grade
        print(f"Grade updated for {name}")
    elif choice == "2":
        print("\nAll Student Grades:")
        for student, grade in grades.items():
            print(f"{student}: {grade}")
    elif choice == "3":
        print("Exiting...")
        break
    else:
        print("Invalid choice")
```

Output:



```
1. Add Student
2. View All Grades
3. Exit
Enter your choice: 1
Enter student name: Abc
Enter grade: 95
Grade updated for Abc

1. Add Student
2. View All Grades
3. Exit
Enter your choice: 1
Enter student name: qwe
Enter grade: 65
Grade updated for qwe

1. Add Student
2. View All Grades
3. Exit
Enter your choice: 1
Enter student name: poi
Enter grade: 75
Grade updated for poi

1. Add Student
2. View All Grades
3. Exit
Enter your choice: 2

All Student Grades:
Abc: 95
qwe: 65
poi: 75

1. Add Student
2. View All Grades
3. Exit
Enter your choice: 3
Exiting...
```

**Explanation:**

- It maintains a dictionary called `grades` where:
- **Key** = Student's name
- **Value** = Grade (like A, B, etc.)
- The user can:
  1. Add a student and their grade
  2. View all student grades
  3. Exit the program
- Initializes an empty dictionary to store student names and grades.
- Starts an infinite loop to keep showing the menu until the user chooses to exit.
- Displays the options available to the user.
- Takes the user's choice as input.
- **Option 1: Add Student**
  - Prompts the user to enter a **student name** and their **grade**.
  - Adds or updates the dictionary entry with `grades[name] = grade`.
- **Option 2: View All Grades**
  - Prints all students and their corresponding grades stored in the dictionary using **for** loop.
- **Option 3: Exit**
  - Exits the loop and terminates the program.
- **Invalid Choice**
  - Displays a warning if the user enters an option other than 1, 2, or 3.

### 3. Write to a File

Write a program to create a text file and write some content to it.

Using file functions like write and open.

Code:

```
with open("sample.txt", "w") as file:
    file.write("This is a sample text written to the file.\n")
    file.write("Python file handling is easy!\n")

print("Content written to sample.txt")
```

Output:

```
Content written to sample.txt
```

Explanation:

- **open("sample.txt", "w") :**
  - Opens a file named **sample.txt** in **write mode ("w")**.
  - If the file doesn't exist, it is created.
  - If the file exists, its contents are **erased**.
- **with statement:**
  - Ensures the file is automatically **closed** after the block is done (even if an error occurs).
  - This is safer and cleaner than manually calling `file.close()`.
- **file** is the file object used to write content.

- Writes the first line of text into the file, ending with a newline (`\n`).
- Writes a second line to the file.
- Outputs a confirmation message after writing is done.


### What Happens After Running the Code?

- A file named **sample.txt** has been created.
- Its content will be:

## 4. Read from a File

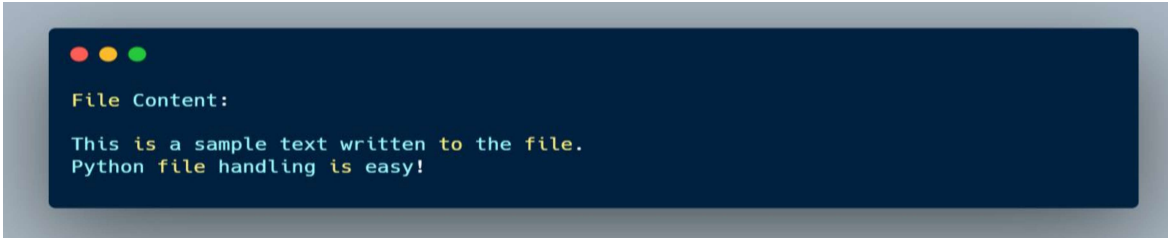
We used `open` in read mode and `file.read` to read and `print` to display.

Code:



```
try:
    with open("sample.txt", "r") as file:
        content = file.read()
        print("File Content:\n")
        print(content)
except FileNotFoundError:
    print("The file does not exist.")
```

Output:



```
File Content:
This is a sample text written to the file.
Python file handling is easy!
```

Explanation:


### What the Code Does

- Tries to open and read a file named `sample.txt`
- Prints the file's content
- If the file doesn't exist, it handles the error gracefully
  - **try:** starts a block of code that might cause an error.
  - **open("sample.txt", "r")** opens the file in **read mode** ("r").
  - If the file exists, it will proceed.
  - If not, a `FileNotFoundError` is raised.
  - **file.read()** reads the **entire content** of the file into the variable `content`.
  - **print(content)** prints the content to the screen.
- Catches the case when the file does **not exist**, and shows a user-friendly message instead of crashing.



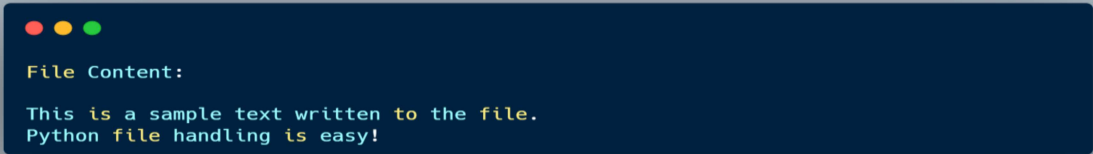
## Example Output (if file exists)

If sample.txt contains:

A terminal window with a dark blue background and three colored window control buttons (red, yellow, green) in the top left corner. It displays the content of a file named sample.txt.

```
This is a sample text written to the file.  
Python file handling is easy!
```


Then the output will be:

A terminal window with a dark blue background and three colored window control buttons (red, yellow, green) in the top left corner. It displays the content of a file named sample.txt, preceded by a label.

```
File Content:  
  
This is a sample text written to the file.  
Python file handling is easy!
```

## If File is Missing

If sample.txt doesn't exist:

A terminal window with a dark blue background and three colored window control buttons (red, yellow, green) in the top left corner. It displays a message indicating that the file does not exist.

```
The file does not exist.
```