1. Basic Calculator

- **Problem**: Write a program that takes two numbers and an operator (+, -, *, /) as input and performs the corresponding operation. Display the result.
- **Concepts Used**: Variables, arithmetic operators, `if-else` statements.

2. Even or Odd Checker

- **Problem**: Write a program that asks the user to input a number and checks if it is even or odd.
- **Concepts Used**: Variables, modulo operator, `if-else` structure.

3. Eligibility for Voting

- **Problem**: Write a program that takes a person's age as input and determines if they are eligible to vote (age must be 18 or above).
- **Concepts Used**: Variables, relational operators, `if-else` statements.

4. Find the Largest Number

- **Problem**: Write a program that takes three numbers as input and determines which number is the largest.
- **Concepts Used**: Variables, relational operators, nested `if-else`.

5. Temperature Converter

- **Problem**: Write a program that converts temperature from Celsius to Fahrenheit and vice versa, based on user input.
- **Formula**:
  - Fahrenheit = (Celsius × 9/5) + 32
  - Celsius = (Fahrenheit - 32) × 5/9
- **Concepts Used**: Variables, arithmetic operators, `if-else` statements.

6. Grade Calculator

- **Problem**: Write a program that asks for the marks of a student in three subjects. Calculate the average marks and print the grade based on the following conditions:
  - Average >= 90: A
  - 80 <= Average < 90: B
  - 70 <= Average < 80: C
  - 60 <= Average < 70: D
  - Below 60: F
- **Concepts Used**: Variables, arithmetic operators, decision control (`if-else` or `switch`).

7. Discount Calculator

- **Problem**: Write a program that takes the total shopping amount as input and calculates the final amount after applying a discount based on the following conditions:
    - If the amount is greater than 5000, apply a 20% discount.
    - If the amount is between 3000 and 5000, apply a 10% discount.
    - If the amount is less than 3000, no discount.
- **Concepts Used**: Variables, arithmetic operators, decision control (`if-else`).

8. Leap Year Checker

- **Problem**: Write a program that takes a year as input and checks if it is a leap year or not.
- **Leap Year Condition**: A year is a leap year if:
    - It is divisible by 4.
    - However, it should not be divisible by 100 unless it is divisible by 400.
- **Concepts Used**: Variables, modulo operator, `if-else` structure.

9. Simple Interest Calculator

- **Problem**: Write a program to calculate simple interest. The formula is:
    - Simple Interest = (Principal × Rate × Time) / 100
- **Concepts Used**: Variables, arithmetic operators.

10. Login System

- **Problem**: Write a program that asks the user to enter a username and password. If the username is "admin" and the password is "1234", print "Login Successful". Otherwise, print "Login Failed".
- **Concepts Used**: Variables, string comparison, `if-else`.