CSC 104 ASSIGNMENT

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U19/FNS/CSC/1007

**Section 1**

1. **Applications of Python programming.**

* Web Development
* Game Development
* Scientific and Numeric Applications
* Artificial Intelligence and Machine Learning
* Desktop Graphics User Interface
* Software Development
* Enterprise-Level/Business Applications
* Education programmes and training courses
* Language Development
* Operating System
* Web Scraping Applications
* Image Processing and Graphic Design Applications

1. The key word “Print” tells python to display something on the screen.
2. Print (“Egg”)
3. “Hello, World!” is identified as a string
4. Computer\_science is identified as a variable
5. “\_”
6. 12
7. Total = 4+6
8. Third\_number = 30
9. “-“
10. Customer\_last\_name
11. %