## Name: Kamran

## Roll No: 002

# Mini Project 1 - Movies Budget Analysis

## What is this Program?

This program is a movie budget analysis tool. It contains some sample movie data with names and their budgets. Users can also add their own movies. The program calculates the average movie budget and tells which movies have higher budgets than the average.

## How does it work?

Step 1: Adding a Movie  
The user is asked to enter a movie name and its budget. If the budget entered is not a number, the program shows an error message. When the input is correct, the movie is added to the list.  
Step 2: Calculating Average Budget  
The program calculates the average budget of either the default list or the list including user movies. It then compares each movie budget with the average.  
Step 3: Finding High-Budget Movies  
Movies with budgets higher than the average are displayed with their difference from the average. The program also counts and shows how many such movies exist.  
Step 4: Menu Options  
The program shows a simple menu where users can choose to add movies, display budget info, or exit.

## Output Example

Note: There are some dummy data to check program.  
1: To add movies  
2: To display basic info  
3: Exit  
Example Run:  
The average cost of movies is: 191285714.2857143  
Avengers: Endgame  
The budget is higher than average by 164714285.7142857  
These movies have higher budget than average cost.  
The count of movies having high budget is 3

## Why this approach?

1. Easy to Use: Simple input-based menu for adding and checking movies.  
2. Flexibility: Works with both default data and user-added movies.  
3. Useful Insights: Shows which movies have higher budgets than average.  
4. Beginner Friendly: The code is simple and easy to understand.

# Mini Project 2 - FizzBuzz Game with Hidden Number

## What is this Program?

This program is a number game based on the classic FizzBuzz challenge. It generates random numbers, adds them to a hidden value, and asks the player to guess whether the hidden number is divisible by 3 (Fizz), 5 (Buzz), both (FizzBuzz), or neither (Number).

## How does it work?

Step 1: Random Number Generation  
The program randomly generates a number between 1 and 30. It adds this number to the previous one to create a hidden number.  
Step 2: User Guess  
The user must guess whether the hidden number is fizz, buzz, fizzbuzz, or just a number.  
Step 3: Checking Answer  
If the guess is correct, the score increases and the game continues. If wrong, the program shows the correct answer and asks if the user wants to continue.  
Step 4: Game Over  
When the player chooses not to continue, the program ends and shows the final score.

## Output Example

Number on screen: 7  
Your guess (fizz/buzz/fizzbuzz/Number): fizz  
Wrong! Answer was: Number  
Hidden number was: 22  
Do you want to continue? (yes/no): no  
Your final score is: 3

## Why this approach?

1. Interactive: Keeps the user engaged with guesses and scores.  
2. Fun with Logic: Based on the classic FizzBuzz challenge, which is great for beginners.  
3. Randomness: Makes the game less predictable and more fun.  
4. Beginner Friendly: Simple while loop and condition checks.