

**Practical 1: Python Data Types & Variables**

1. Print "Hello, World"
2. Program to declare and print different types of variables
3. Program to take user input and display its data type
4. Program to swap two variables
5. Program to assign multiple variables in a single line.

**Practical 2: Operators in Python**

6. Program using arithmetic operators
7. Program using relational operators
8. Program using logical operators
9. Program using assignment operators

**Practical 3: Conditional Statements**

10. Program using simple if statement
11. Program using if-else statement
12. Program using nested if-else
13. Program using elif ladder

**Practical 4: Looping Statements**

14. Program using for loop
15. Program using while loop
16. Program using nested for loop
17. Program using break statement
18. Program using continue statement

**Practical 5: Pattern Printing**

19. Program to print star pattern
20. Program to print number pattern
21. Program to print pyramid pattern
22. Print alphabet triangle pattern
23. Print Pascal's triangle pattern

**Practical 6: Strings**

24. Program to create and index a string
25. Program demonstrating string slicing
26. Program using built-in string methods

27. Program to check palindrome string

28. Program to find length of a string

29. Program to reverse a string

30. Program to check palindrome string

#### **Practical 7: Lists**

31. Program to create and access list elements

32. Program demonstrating list slicing

33. Program using built-in list methods

34. Program to find sum of list elements

35. Program to find largest and smallest element in a list

36. Program to remove duplicate elements from a list

37. Program to sort a list

#### **Practical 8: Tuples**

38. Program to create and access tuple

39. Program demonstrating tuple slicing

40. Program to convert tuple to list

41. Program to find length of a tuple

42. Program to concatenate two tuples

#### **Practical 9: Sets and Dictionary**

43. Program to perform set operations

44. Program using set methods

45. Program to create and print a dictionary

46. Program to add new key-value pairs to a dictionary

47. Program to update and modify dictionary values

48. Program to delete elements from a dictionary

#### **Practical 10: Functions**

49. Program to define and call a function

50. Program to check prime number using function

51. Program to find greatest of three numbers using function

52. Program to find sum of digits using function

53. Program to check palindrome using function

54. Program to perform calculator operations using functions

### **Practical 11: Lambda Function, Importing Modules, Math Module**

- 55. Program to create and use a simple lambda function
- 56. Program to find square of a number using lambda function
- 57. Program to add two numbers using lambda function
- 58. Program to import a module and use its functions
- 59. Program to use math module constants (pi, e)
- 60. Program to perform square root and power operations using math module
- 61. Program to find factorial using math module
- 62. Program to use trigonometric functions (sin, cos, tan)

### **Practical 12: Creating Class and Object**

- 63. Program to create a simple class and object
- 64. Program to create a student class and display details
- 65. Program to create an employee class and calculate salary

### **Practical 13: Constructors**

- 66. Program using default constructor
- 67. Program using parameterized constructor

### **Practical 13: Inheritance**

- 64. Program demonstrating single inheritance
- 65. Program demonstrating multilevel inheritance
- 66. Program demonstrating multiple inheritance

### **Practical 14: Inheritance**

- 67. Program demonstrating encapsulation
- 68. Program demonstrating abstraction using abstract class
- 69. Program demonstrating method overriding

### **Practical 15: Inheritance**

- 70. Program to create NumPy array

71. Program to create Pandas Series

72. Program to plot line graph, bar chart, pie chart

**Practical 16:**

73. Student Class Management System: Use class, object, constructor.

74. Library Management System: Use inheritance for books and members.

75. Shape Area Calculator: Use method overriding for different shapes

76. Attendance Visualization: Plot attendance using Matplotlib.