

The screenshot shows the Visual Studio Code interface with the following details:

- EXPLORER** sidebar: Shows files in the current workspace, including `file-1.py`, `file.py`, `gradechecker.py`, `notes.txt`, `sample.txt`, and `StudentGrades.py`.
- File List:** The `file-1.py` tab is active, displaying the following Python code:

```
1 filename = input("Enter filename to read: ").strip()
2
3 try:
4     with open(filename, "r") as file:
5         content = file.read()
6         print(" --- File Content --- ")
7         print(content)
8 except FileNotFoundError:
9     print(f" ❌ File '{filename}' not found.")
10 except Exception as e:
11     print(f" ⚠ Error: {e}")
```

- TERMINAL**: Shows the output of running the script in a terminal window.

```
● solderet@solderet-Inspiron-3593:~/tutedude-assignment$ /bin/python3 /home/solderet/tutedude-assignment/file-1.py
Enter filename to read: sample.txt
--- File Content ---
Hello, Python!
● solderet@solderet-Inspiron-3593:~/tutedude-assignment$
```

```
Ξ notes.txt
1 Hello, this is line 1.
2 This is line 2.
3 Program executed on: 2025-11-10
4
```

```
file.py > ...
```

```
1 # Create (or overwrite) a file named 'notes.txt' and write content
2 with open("notes.txt", "w") as file:
3     file.write("Hello, this is line 1.\n")
4     file.write("This is line 2.\n")
5     file.write("Program executed on: " + str(__import__('datetime').date.today()) + "\n")
6
7 print("✓ File 'notes.txt' created and content written.")
```

```
● solderet@solderet-Inspiron-3593:~/tutedude-assignment$ /bin/python3 /home/solderet/tutedude-assignment/StudentGrades.py
1. Add 2. Update 3. View 4. Exit
Choose (1-4): 1
Name: Shaikh
Score: 90
 Shaikh: A

1. Add 2. Update 3. View 4. Exit
Choose (1-4): 2
Name: Ali
 Not found

1. Add 2. Update 3. View 4. Exit
Choose (1-4): 3
Shaikh: A

1. Add 2. Update 3. View 4. Exit
Choose (1-4): 4
solderet@solderet-Inspiron-3593:~/tutedude-assignment$
```

The screenshot shows a code editor interface with the following details:

- File Bar:** File Edit Selection View Go Run Terminal Help
- Search Bar:** Q tutedude-assignment
- Explorer:** Shows a folder named "TUTEDUDE ASSIGNMENT" containing two files: "gradechecker.py" and "StudentGrades.py".
- Editor Area:** Displays the content of "StudentGrades.py".

```
File Edit Selection View Go Run Terminal Help
Q tutedude-assignment
EXPLORER
TUTEDUDE ASSIGNMENT
gradechecker.py StudentGrades.py X
gradechecker.py ...
StudentGrades.py ...
1 students = {}
2
3 while True:
4     print("\n1. Add 2. Update 3. View 4. Exit")
5     choice = input("choose (1-4): ")
6
7     if choice == '1':
8         name = input("Name: ")
9         score = float(input("Score: "))
10        grade = 'A' if score >= 90 else 'B' if score >= 80 else 'C' if score >= 70 else 'D' if score >= 60 else 'F'
11        students[name] = grade
12        print(f"✓ {name}: {grade}")
13
14    elif choice == '2':
15        name = input("Name: ")
16        if name in students:
17            score = float(input("New score: "))
18            grade = 'A' if score >= 90 else 'B' if score >= 80 else 'C' if score >= 70 else 'D' if score >= 60 else 'F'
19            students[name] = grade
20            print(f"✓ Updated {name} - {grade}")
21        else:
22            print("✗ Not found")
23
24    elif choice == '3':
25        if students:
26            for n, g in students.items():
27                print(f"{n}: {g}")
28            else:
29                print("✗ No data")
30
31    elif choice == '4':
32        break
33
34    else:
35        print("⚠ Invalid")
```

A screenshot of a code editor interface, likely Visual Studio Code, showing a Python script named `gradechecker.py`. The code uses an if-elif-else structure to determine a grade based on a user input score. The editor's sidebar shows the project structure under `TUTEDUDE-ASSIGNMENT`, and the bottom status bar indicates the file is open in a Python workspace.

```
File Edit Selection View Go Run Terminal Help
EXPLORER TUTEDUDE-ASSIGNMENT gradechecker.py
gradechecker.py > ...
1 # Take score input from the user
2 score = float(input("Enter the score: "))
3
4 # Determine grade using if-elif-else
5 if score >= 90:
6     grade = "A"
7 elif score >= 80: # 80 to 89 (since >=90 already handled)
8     grade = "B"
9 elif score >= 70: # 70 to 79
10    grade = "C"
11 elif score >= 60: # 60 to 69
12    grade = "D"
13 else: # below 60
14     grade = "F"
15
16 print(f"Grade: {grade}")

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
solderet@solderet-Inspiron-3593:~/tutedude-assignment$ /bin/python3 /home/solderet/tutedude-assignment/gradechecker.py
Enter the score: 50
Grade: F
solderet@solderet-Inspiron-3593:~/tutedude-assignment$ /bin/python3 /home/solderet/tutedude-assignment/gradechecker.py
Enter the score: 90
Grade: A
solderet@solderet-Inspiron-3593:~/tutedude-assignment$
```