

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
```

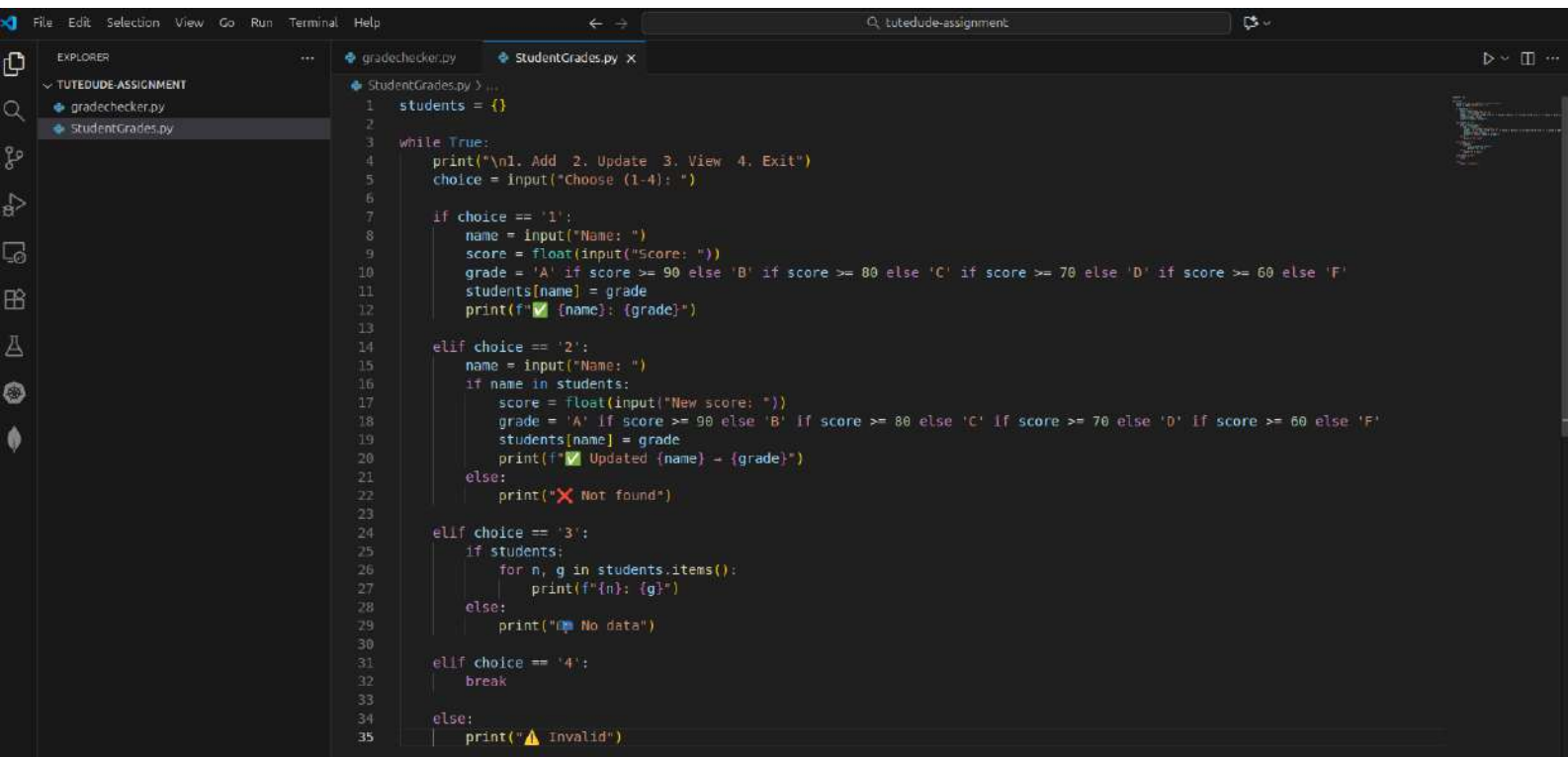
```
Choose (1-4): 3
```

```
Shaikh: A
```

```
1. Add 2. Update 3. View 4. Exit
```

```
Choose (1-4): 4
```

```
❖ solderet@solderet-Inspiron-3593:~/tutedude-assignments$
```



```
File Edit Selection View Go Run Terminal Help
tutetude-assignment

EXPLORER
TUTETUDE-ASSIGNMENT
gradechecker.py
StudentGrades.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")
```

The image shows a Visual Studio Code editor window with a dark theme. The Explorer sidebar on the left shows a project named 'TUTEDUDE-ASSIGNMENT' with a file named 'gradechecker.py'. The main editor area displays the code for 'gradechecker.py', which is a Python script to determine a grade based on a score. The code is as follows:

```
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}")
```

Below the code editor, the TERMINAL panel is active, showing the execution of the script. The terminal output is as follows:

```
solderet@solderet-Inspiron-3593:~/tutudude-assignment$ /bin/python3 /home/solderet/tutudude-assignment/gradechecker.py
Enter the score: 50
Grade: F
solderet@solderet-Inspiron-3593:~/tutudude-assignment$ /bin/python3 /home/solderet/tutudude-assignment/gradechecker.py
Enter the score: 90
Grade: A
solderet@solderet-Inspiron-3593:~/tutudude-assignment$
```