

## 1 Conditional Statements in Python

Conditional statements allow your program to **make decisions** - run different parts of code based on certain conditions.

### What Are Conditions?

A **condition** is simply a statement that can be either **True** or **False**.

Example:

```
age = 18
print(age >= 18)    # True
```

### if Statement

Used to run a block of code only when the condition is **True**.

```
age = int(input("Enter your age: "))

if age >= 18:
    print("You are eligible to vote.")
```

If the condition is false, nothing happens.

### if-else Statement

```
marks = int(input("Enter your marks: "))

if marks >= 40:
    print("You passed!")
else:
    print("You failed!")
```

### if-elif-else Statement

Used when we have multiple conditions.

```
marks = int(input("Enter marks: "))
```

```
if marks >= 90:  
    print("Grade A")  
elif marks >= 80:  
    print("Grade B")  
elif marks >= 70:  
    print("Grade C")  
else:  
    print("Grade D")
```

### Practice Question 1

Write a Python program that takes a number as input and prints:

- "Positive" if number > 0
- "Zero" if number == 0
- "Negative" if number < 0

## 2 Lists in Python

### Definition

A **list** is a built-in data type that can store **multiple values** in a single variable. Lists are **mutable** (can be changed) and can store **different data types**.

### Example:

```
marks = [87, 64, 33, 95, 76]  
foods = ["Samosa", "Pizza", "Burger"]  
student = ["Saumya Singh", 21, "Delhi"]
```

### Accessing Elements (Indexing)

Each item in a list has an index starting from **0**.

```
foods = ["Samosa", "Pizza", "Burger"]
```

```
print(foods[0])    # Samosa
print(foods[2])    # Burger
```

## Modifying Elements

Lists are **changeable**.

```
foods[0] = "GulabJamun"
print(foods)    # ['GulabJamun', 'Pizza', 'Burger']
```

## List Slicing

You can extract parts of a list using slicing.

```
marks = [87, 64, 33, 95, 76]
print(marks[1:4])    # [64, 33, 95]
print(marks[:3])     # [87, 64, 33]
print(marks[-3:-1])  # [33, 95]
```

## List Functions

Function	Description	Example
<code>len(list)</code>	Returns length of list	<code>len(marks) → 5</code>
<code>max(list)</code>	Returns largest value	<code>max(marks) → 95</code>
<code>min(list)</code>	Returns smallest value	<code>min(marks) → 33</code>

## Common List Methods

Method	Description	Example
<code>.append(el)</code>	Adds element at the end	<code>marks.append(99)</code>
<code>.insert(i, el)</code>	Inserts element at index	<code>marks.insert(1, 80)</code>
<code>.remove(el)</code>	Removes first occurrence	<code>marks.remove(64)</code>
<code>.pop(i)</code>	Removes element at index	<code>marks.pop(2)</code>
<code>.sort()</code>	Sorts list in ascending order	<code>marks.sort()</code>
<code>.reverse()</code>	Reverses the list	<code>marks.reverse()</code>

## Practice Question 2

Write a program that takes names of 3 favorite foods from the user and stores them in a list. Then print the list and its length.

### Example:

```
Input: Samosa, Pizza, IceCream
Output: ['Samosa', 'Pizza', 'IceCream']
Total items: 3
```

## 3 Tuples in Python

### Definition

A **tuple** is a built-in data type that stores multiple values **like a list**, but it is **immutable** (cannot be changed after creation).

```
tup = (87, 64, 33, 95, 76)
print(tup[0])    # 87
```

✓ Tuples use ( ) instead of [ ]

### Tuple Examples

```
t1 = ()          # Empty tuple
t2 = (1,)        # Single element tuple (comma required)
t3 = ("Samosa", "Pizza", "Burger")
```

### Immutable Nature

```
tup = (10, 20, 30)
tup[0] = 100    # ✗ Error - cannot modify tuples
```

### Tuple Methods

Method	Description	Example
<code>.count(e1)</code>	Counts occurrences of a value	<code>tup.count(10)</code>
<code>.index(e1)</code>	Returns first index of element	<code>tup.index(30)</code>

### Practice Question 3

Create a tuple of your favorite 5 fruits.  
Then print:

1. The total number of fruits
2. The index of one selected fruit

### Example:

```
fruits = ("Mango", "Apple", "Banana", "Grapes", "Orange")
Output:
```

Total fruits: 5

Index of Banana: 2

## Summary

Concept	Key Idea	Mutable	Example
<b>List</b>	Ordered, changeable sequence	Yes	<code>["A", "B", "C"]</code>
<b>Tuple</b>	Ordered, unchangeable sequence	No	<code>("A", "B", "C")</code>
<b>Conditionals</b>	Control the flow of program	—	<code>if, elif, else</code>

## Practice Assignment

1. Ask the user for their 3 favorite movies and store them in a list.
2. Create a tuple of marks `(87, 64, 33, 95, 76)` and print the highest and lowest marks using `max()` and `min()`.
3. Write a program to check grade based on marks (A/B/C/D) using if-elif-else.