1. String Manipulation

- 1. Reverse a string.
- 2. Check if a string is a palindrome.
- 3. Count occurrences of each character in a string.
- 4. Find the first non-repeating character in a string.
- 5. Compress a string (e.g., "aaaabbbcc" → "a4b3c2").
- 6. Remove duplicate characters from a string.
- 7. Check if two strings are anagrams.
- 8. Find the longest common prefix in an array of strings.
- 9. Find all permutations of a string.
- 10. Check if a string contains only unique characters.

2. Number Problems

- 1. Check if a number is prime.
- 2. Find all prime numbers in a range.
- 3. Check if a number is an Armstrong number.
- 4. Find the factorial of a number.
- 5. Find the greatest common divisor (GCD) of two numbers.
- 6. Find the least common multiple (LCM) of two numbers.
- 7. Generate Fibonacci numbers up to n.
- 8. Check if a number is a perfect number.
- 9. Convert a decimal number to binary, octal, and hexadecimal.
- 10. Find the sum of digits of a number.

3. Array and List Operations

- 1. Find the largest and smallest numbers in an array.
- 2. Reverse an array.
- 3. Find duplicates in an array.
- 4. Remove duplicates from a list.
- 5. Rotate an array by k positions.
- 6. Find the second largest number in an array.

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- 7. Find the subarray with the maximum sum.
- 8. Merge two sorted arrays.
- 9. Find the intersection of two arrays.
- 10. Check if an array is a subset of another array.

4. Matrix Problems

- 1. Transpose a matrix.
- 2. Find the sum of diagonal elements in a matrix.
- 3. Rotate a matrix by 90 degrees.
- 4. Add two matrices.
- 5. Multiply two matrices.
- 6. Check if a matrix is symmetric.
- 7. Find the largest element in a matrix.
- 8. Perform spiral traversal of a matrix.
- 9. Count the number of zeros in a matrix.
- 10. Check if a matrix is an identity matrix.

5. Searching and Sorting

- 1. Implement binary search.
- 2. Implement bubble sort.
- 3. Implement selection sort.
- 4. Implement insertion sort.
- 5. Implement merge sort.
- 6. Implement quicksort.
- 7. Find the kth smallest element in an array.
- 8. Find the peak element in an array.
- 9. Check if an array is sorted.
- 10. Perform a linear search.

6. Recursion Problems

1. Solve the Tower of Hanoi.

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- 2. Calculate the nth Fibonacci number.
- 3. Find the sum of digits of a number using recursion.
- 4. Generate all subsets of a set using recursion.
- 5. Find the power of a number using recursion.
- 6. Solve a maze problem using recursion.
- 7. Print all permutations of a string using recursion.
- 8. Reverse a string using recursion.
- 9. Find the GCD of two numbers using recursion.
- 10. Flatten a nested list using recursion.

8. File Handling

- 1. Read a file and count the number of lines, words, and characters.
- 2. Write a list of strings to a file.
- 3. Append content to an existing file.
- 4. Count the frequency of words in a file.
- 5. Find the largest word in a file.
- 6. Merge the content of two files into a third file.
- 7. Remove blank lines from a file.
- 8. Copy content from one file to another.
- 9. Find and replace a word in a file.
- 10. Reverse the content of a file line by line.

9. Miscellaneous Problems

- 1. Implement a stack using a list.
- 2. Implement a queue using a list.
- 3. Find the missing number in an array.
- 4. Find the majority element in an array.
- 5. Check if a number is a power of 2.
- 6. Validate an IP address.
- 7. Generate all combinations of balanced parentheses.
- 8. Solve the N-Queens problem.

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- 9. Implement a simple calculator.
- 10. Simulate a dice roll.

10. Object-Oriented Programming

- 1. Create a class to represent a bank account with methods to deposit and withdraw money.
- 2. Implement a class for a stack with push, pop, and display methods.
- 3. Create a class for a linked list with methods for insertion and deletion.
- 4. Implement method overloading and overriding.
- 5. Create a class to represent a 2D point and calculate the distance between two points.
- 6. Implement a class for a shopping cart.
- 7. Create a singleton class in Python.
- 8. Implement a class for polynomial arithmetic.
- 9. Create a class to handle complex numbers.
- 10. Design a class for a library management system.

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