

# Project Ideas

1. **Calculator:** Create a simple calculator that takes two numbers as input from the user and performs basic arithmetic operations such as addition, subtraction, multiplication, and division.
2. **Guess the Number:** Create a game where the computer generates a random number and the user has to guess it. The program should provide feedback to the user if their guess is too high or too low.
3. **Mad Libs:** Create a program that prompts the user to enter different types of words (e.g., nouns, verbs, adjectives) and then generates a story using those words.
4. **Password Generator:** Create a program that generates a random password based on user input, such as the desired length and the types of characters to include.
5. **Hangman:** Create a game where the user has to guess a word by guessing one letter at a time. The program should provide feedback to the user if their guess is correct or incorrect.
6. **Rock, Paper, Scissors:** Create a game where the user plays against the computer in a game of rock, paper, scissors.
7. **Dice Rolling Simulator:** Create a program that simulates rolling dice. The user should be able to specify the number of dice and the number of sides on each die.