- 1. Check if sum of two numbers is even or odd
- 2. Compare product of two numbers with a third number
- 3. Check if number is positive, negative or zero
- 4. Calculate absolute difference using if
- 5. Compare division and floor division results
- 6. Find largest of two numbers
- 7. Find smallest of three numbers
- 8. Check if one number is square of another
- 9. Check if a number is multiple of 3 or 5
- 10. Find maximum using only operators and if-else
- 11. Compare two numbers using all relational operators
- 12. Check if two strings are same (using ==)
- 13. Compare length of two strings without len()
- 14. Check if a number is within a range
- 15. Check if two variables point to same object (is)
- 16. Check if value is not equal to zero
- 17. Check if one number lies between two others
- 18. Validate if a number is a 3-digit number
- 19. Check if two numbers are equal
- 20. Check if first number is greater than sum of other two
- 21. Check if number is positive and even
- 22. Check if number is divisible by both 2 and 5
- 23. Check if number is divisible by 3 or 7
- 24. Validate if a number is between 10 and 99
- 25. Compare three numbers and print smallest
- 26. Use not to reverse a boolean condition
- 27. Check if number is not divisible by 2 and 3
- 28. Use multiple conditions to filter numbers
- 29. Check leap year (without using functions)
- 30. Validate two numbers are equal and positive
- 31. Bitwise AND of two numbers
- 32. Bitwise OR of two numbers

- 33. Bitwise XOR of two numbers
- 34. Left shift a number and compare result
- 35. Right shift a number and check parity
- 36. Check if bit at position is set
- 37. Swap numbers using XOR
- 38. Bitwise NOT and check result sign
- 39. Validate bitwise result is even or odd
- 40. Use bit masking to isolate last 4 bits
- 41. Use += to add value and check range
- 42. Use *= to multiply and compare to threshold
- 43. Use -= to reduce and compare with another
- 44. Use %= to get remainder and check it
- 45. Chain assignment and evaluate equality
- 46. Compound assignment with logical condition
- 47. Use multiple assignments and compare variables
- 48. Simulate step-wise addition
- 49. Use //= for flooring
- 50. Use **= and validate exponent value
- 51. Check if character is in string
- 52. Check if character is not in string
- 53. Compare two strings using in
- 54. Use in to search in predefined values
- 55. Validate password contains @
- 56. Check if first character in vowels
- 57. Validate if number is in a list (hardcoded)
- 58. Check membership before performing operation
- 59. Use not in to reject invalid chars
- 60. Validate code contains a digit
- 61. Compare two variables using is
- 62. Check if variable is None
- 63. Compare integer objects using is not
- 64. Assign variable and check object identity

- 65. Validate type identity using is
- 66. Use is to compare two lists (ref vs value)
- 67. Check identity of booleans
- 68. Check if two variables are not same object
- 69. Assign and compare identities
- 70. Validate if two strings are the same object
- 71. Check if number is prime (basic logic only)
- 72. Determine if triangle is valid with 3 sides
- 73. Use if-else to simulate calculator (basic ops)
- 74. Validate equation $a^2 + b^2 = c^2$
- 75. Solve quadratic discriminant condition
- 76. Compare two averages
- 77. Find grade based on marks
- 78. Check if number is perfect square
- 79. Check if sum of digits is even
- 80. Check for Armstrong number (3-digit, if only)
- 81. Check if char is upper or lower
- 82. Validate char is alphabet or digit
- 83. Compare two characters by ASCII
- 84. Check if first and last char of string are same
- 85. Validate input is vowel or consonant
- 86. Check if string contains both number and letter
- 87. Use if-else to toggle char case
- 88. Check if word is palindrome (basic way)
- 89. Use slicing with conditions (if simple enough)
- 90. Check if char is special character
- 91. Check if number is cube of another
- 92. Validate ticket eligibility by age
- 93. Find largest of four using if-else
- 94. Compare distance between 2D points
- 95. Use operator precedence to verify output
- 96. Validate login attempt using hardcoded values

- 97. Apply discount if amount > 1000
- 98. Decide bonus based on performance (grade)
- 99. Check if two dates are equal
- 100. Simulate simple traffic light logic using input color