
☒ 1. Introduction to Python & Overview

Q1. Print "Welcome to Python Programming!"

Q2. Print your name, college, and course in 3 separate lines.

Q3. Write a Python program to display the result of $5 + 3 * 2$.

☒ 2. Variables & Assignment

Q4. Create variables for your name, age, and city, and print them.

Q5. Swap values of two variables: $a = 5$, $b = 10$.

Q6. Take input from the user for name and print: "Hello, [name]!"

☒ 3. Basic Data Types

Q7. Create and print one variable of type int, float, str, bool, None.

Q8. Use `type()` to print data types of above variables.

Q9. Convert a float to an int and string to int (if valid).

☒ 4. Control Flow + Conditional Statements

Q10. Check if a number is even or odd.

Q11. If marks > 90 , print "Excellent", 60–90: "Good", else "Needs Improvement".

Q12. Find the largest among 3 numbers entered by the user.

☒ 5. Loops and Iterations

Q13. Print numbers from 1 to 10 using a for loop.

Q14. Print even numbers from 2 to 20 using a while loop.

Q15. Print a multiplication table of a number using loops.

☒ 6. List Comprehensions

Q16. Create a list of squares from 1 to 10 using list comprehension.

Q17. Create a list of all even numbers from 1 to 50.

Q18. Filter a list to keep only numbers > 10 : [5, 12, 3, 21, 7].

☒ 7. Functions & Modules

Q19. Create a function `greet()` that prints "Welcome to Python!"

Q20. Write a function that returns the cube of a number.

Q21. Use math module to find the square root and factorial of a number.

☒ 8. Arguments & Parameters

Q22. Create a function that accepts name and prints greeting.

Q23. Create a function with default parameter age=18.

Q24. Create a function that takes 2 numbers and returns their sum.

☒ 9. Modules & Packages

Q25. Import random module and print a random number.

Q26. Use math.pi to print the area of a circle.

Q27. Use datetime to print current date and time.

☒ 10. Data Structures: Lists & Tuples

Q28. Create a list of 5 fruits and print the third fruit.

Q29. Append a new fruit and print updated list.

Q30. Create a tuple of 3 colors and try to change one element (observe error).

☒ 11. Data Structures: Dictionaries & Sets

Q31. Create a dictionary with keys: name, age, city. Print each key-value.

Q32. Add a new key college to the dictionary.

Q33. Create a set of 5 unique numbers and try adding duplicates.

☒ 12. Object-Oriented Programming

Q34. Create a class Student with attributes name and age, and method display().

Q35. Create a child class GraduateStudent inheriting from Student.

Q36. Use __init__ and __str__() method in your class.

☒ 13. File Handling & Exception Handling

Q37. Write your name into a file named info.txt.

Q38. Read and print the content from the file.

Q39. Handle file not found using try-except.

☒ 14. Python Libraries: NumPy

Q40. Create a NumPy array of numbers from 1 to 10.

Q41. Find the mean and reshape it into 2x5 matrix.

Q42. Square each element using vectorized operation.

☒ 15. Python Libraries: Pandas

Q43. Create a DataFrame with columns: Name, Age, City.

Q44. Print only names where Age > 20.

Q45. Add a new column "Marks" and display DataFrame.

☒ 16. Python Libraries: Matplotlib

Q46. Plot a line graph for x = [1, 2, 3, 4], y = [2, 4, 6, 8].

Q47. Add labels for X, Y and graph title.

Q48. Save the graph as an image.

That's 48 Python assignment questions with increasing complexity, designed to cover beginner-to-intermediate topics.

Solutions

1. Introduction to Python & Overview

```
print("Welcome to Python Programming!")
```

```
print("Mahendra Bella")
```

```
print("SV College of Engineering")
```

```
print("B.Tech CSE - AIML")
```

```
print(5 + 3 * 2)
```

2. Variables & Assignment

```
name = "Mahendra"
```

```
age = 21
```

```
city = "Kadapa"
```

```
print(name, age, city)
```

```
a, b = 5, 10
```

```
a, b = b, a
```

```
print(a, b)
```

```
user_name = input("Enter your name: ")
```

```
print("Hello,", user_name)
```

3. Basic Data Types

```
x = 10
```

```
y = 3.14
```

```
z = "Python"
```

```
b = True
```

```
n = None
```

```
print(type(x), type(y), type(z), type(b), type(n))
```

```
print(int(3.7))
```

```
print(int("7"))
```

4. Control Flow + Conditionals

```
num = int(input("Enter a number: "))
```

```
print("Even" if num % 2 == 0 else "Odd")
```

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

```
if marks > 90:
```

```
    print("Excellent")
```

```
elif marks >= 60:
```

```
    print("Good")
```

```
else:
```

```
    print("Needs Improvement")
```

```
a, b, c = 3, 5, 1
```

```
print("Largest is", max(a, b, c))
```

5. Loops and Iterations

```
for i in range(1, 11):
```

```
    print(i)
```

```
i = 2
```

```
while i <= 20:
```

```
    print(i)
```

```
    i += 2
```

```
n = int(input("Enter a number: "))
```

```
for i in range(1, 11):  
    print(f"{n} x {i} = {n*i}")
```

6. List Comprehensions

```
squares = [i**2 for i in range(1, 11)]  
print(squares)  
evens = [i for i in range(1, 51) if i % 2 == 0]  
print(evens)  
filtered = [i for i in [5, 12, 3, 21, 7] if i > 10]  
print(filtered)
```

7. Functions & Modules

```
def greet():  
    print("Welcome to Python!")  
greet()  
def cube(n):  
    return n ** 3  
print(cube(3))  
import math  
print(math.sqrt(16), math.factorial(5))
```

8. Arguments & Parameters

```
def hello(name):  
    print("Hello,", name)  
hello("Mahendra")  
def user_info(age=18):  
    print("Age:", age)  
user_info()  
def add(a, b):  
    return a + b  
print(add(4, 6))
```

9. Modules & Packages

```
import random
print(random.randint(1, 100))

import math
r = 7
area = math.pi * r ** 2
print("Area:", area)

from datetime import datetime
print(datetime.now())
```

10. Lists & Tuples

```
fruits = ["apple", "banana", "cherry", "mango", "kiwi"]
print(fruits[2])

fruits.append("orange")
print(fruits)

colors = ("red", "green", "blue")
# colors[0] = "yellow" # Error: Tuples are immutable
```

11. Dictionaries & Sets

```
d = {"name": "Mahendra", "age": 21, "city": "Kadapa"}
for k, v in d.items():
    print(k, ":", v)

d["college"] = "SVCE"
print(d)

s = {1, 2, 3, 3, 4, 5}
print(s)
```

12. OOP - Classes, Inheritance

```
class Student:
    def __init__(self, name, age):
```

```

        self.name = name

        self.age = age

    def display(self):
        print(self.name, self.age)

s1 = Student("Mahendra", 21)
s1.display()

class GraduateStudent(Student):
    def __init__(self, name, age, course):
        super().__init__(name, age)
        self.course = course

    def display(self):
        print(self.name, self.age, self.course)

gs = GraduateStudent("Mahendra", 21, "AI/ML")
gs.display()

```

13. File Handling & Exceptions

```

with open("info.txt", "w") as f:
    f.write("Mahendra Bella\n")

with open("info.txt", "r") as f:
    print(f.read())

try:
    with open("nonexistent.txt") as f:
        print(f.read())
except FileNotFoundError:
    print("File not found!")

```

14. NumPy

```

import numpy as np

a = np.arange(1, 11)

print(a)

print(a.mean())

```

```
print(a.reshape(2, 5))
```

```
print(a ** 2)
```

```
# 15. Pandas
```

```
import pandas as pd
```

```
data = {"Name": ["A", "B", "C"], "Age": [21, 25, 19], "City": ["Kadapa", "Hyd", "Delhi"]}
```

```
df = pd.DataFrame(data)
```

```
print(df[df["Age"] > 20])
```

```
df["Marks"] = [88, 92, 79]
```

```
print(df)
```

```
# 16. Matplotlib
```

```
import matplotlib.pyplot as plt
```

```
x = [1, 2, 3, 4]
```

```
y = [2, 4, 6, 8]
```

```
plt.plot(x, y)
```

```
plt.xlabel("X-axis")
```

```
plt.ylabel("Y-axis")
```

```
plt.title("Simple Line Graph")
```

```
plt.savefig("line_graph.png")
```

```
plt.show()
```