- 1. Given a student's score, can you determine and return their corresponding letter grade (A, B, C, D, or F) using if-else statements?
- 2. Create a function that identifies whether a given integer is even or odd. Then, utilize a loop to analyze a list of numbers and print whether each number is even or odd.
- 3. Develop a program that converts temperatures between Fahrenheit and Celsius based on user input. Use functions and conditional operators for this task.
- 4. Write a function to compute the factorial of a given number. Apply this function to calculate the factorial of numbers from 1 to 10.
- 5. Develop a program that determines whether a given year is a leap year or not. Employ if-else statements and functions for this purpose.
- 6. Write a function to check if a number is prime. Then, use a loop to identify and print all prime numbers between 1 and 100.
- 7. Implement the FizzBuzz game using loops and if-else statements. Print numbers from 1 to 100, replacing multiples of 3 with "Fizz," multiples of 5 with "Buzz," and multiples of both 3 and 5 with "FizzBuzz."
- 8. Develop a program that counts the occurrences of a specific character in a given string. Use loops and functions for this task.
- 9. Build a calculator program that performs addition, subtraction, multiplication, and division using functions and conditional operators.
- 10. Write a program that calculates income tax based on the user's income bracket. Utilize if-else statements and functions for this computation.

Sl	Total Income	Tax Percentage
1.	Up to first 3,00,000	0%
2.	For next 1,00,000	5%
3.	For next 3,00,000	10%
4.	For next 4,00,000	15%
5.	For next 5,00,000	20%
6.	For Rest of the income	25%

- 11. Implement a function that computes the result of raising a number to a given power. Then, apply this function to calculate powers for various numbers and exponents.
- 12. Develop a menu-driven program that allows the user to select options for calculating area, perimeter, or volume of different shapes. Use functions, if-else statements, and user input for interaction.