IF-ELIF Statement

1. Write a program to check whether a given value is **positive, negative, or neutral**.
    - If positive, display "Positive" with the value.
    - If negative, display "Negative" with the value.
    - Else, display "Neutral" with the value.
2. Write a program to find the **greatest of three numbers** and display the greatest number.
3. Write a program to check whether a given number is divisible by **3 and 5**.
    - If divisible by 3, print "Fizz".
    - If divisible by 5, print "Bizz".
    - If divisible by both, print "FizzBuzz".
4. Write a program to find out the **relationship between two values** and display the result.
5. Write a program to check whether a given number is a **one-digit, two-digit, or three-digit number**.
    - If more than three digits, display "More than three digits".
6. Write a program to check whether a given character is an **alphabet, ASCII number, special character, or invalid**.
7. Write a program to accept any number from **1 to 5** and display the number in **word form**.
8. Write a program to check whether the given input character is **uppercase, lowercase, number, or special symbol** and display the result.
9. Write a program to check whether a given character is **uppercase, lowercase, or special character**.
    - If uppercase, convert to lowercase.
    - If lowercase, convert to uppercase.
    - Else, display the **previous, given, and next characters**.
10. Write a program to check whether a given character is **lowercase, uppercase, numeric, or special character**, and display the type.
11. Write a program to check which **grade** a given percentage belongs to.

- Grades: First, Second, Third, or Fail.

12. Write a program to perform **arithmetic operations** based on user choice.

13. Write a program to check whether a given number is **one-digit, two-digit, or three-digit**.

- If more than three digits, display "More than three digits".

14. Write a program to check whether a given collection is a **list, tuple, set, or string**.

- If list → append a new value in the middle.
- If tuple → append a new value at the start.
- If set → append a new value.
- Else (string) → create a new key as the given character and value as its ASCII code.

15. Write a program to check whether a given value is **int, float, string, or other**.

- If int → divide the value by 5 and display the quotient.
- If float → perform a bitwise OR operation with 15.
- If string → extract the last character and place it at the beginning.
- Else → store the value in a list and display it.

16. Write a program to check whether the given character is **uppercase or ASCII number**.

- If uppercase → convert to lowercase and concatenate with the next character.
- If ASCII number → subtract 6 from its value, convert back to character, and display.
- Else → display "Invalid input".

Nested IF Statement

17. Write a program to check whether a given number is **even or odd**.

- If even → check divisibility by 4. If divisible, display the square of the number.
- If odd → check divisibility by both 3 and 7. If true, display the area of a circle.

18. Write a program to check whether the given input alphabet is **present in a collection**.

- If present → check case. If uppercase → convert to lowercase. If lowercase → convert to uppercase.
- If not present → display "Invalid".

19. Write a program to check whether the given input character is **present in a given string**.

- If present → check whether the string length is even or odd.
    - If even → print even-indexed characters using slicing.
    - If odd → print odd-indexed characters.
- If not present → print the collection as it is.

20. Write a program to check whether a given character is an **alphabet or not**.

- If alphabet → check uppercase or lowercase.
    - If uppercase → check vowel or not. If vowel, display the next character.
    - If lowercase → convert to uppercase and display.
- Else → check if it is an ASCII number or special character and display accordingly.

21. Write a program to check whether a given value is **SVDT or MVDT**.

- If MVDT → check whether it is **mutable or immutable**.
    - If mutable:
        - If list → replace the middle element with a new element.
        - If dictionary → extract all values.
        - If set → extract the first and last elements.
    - If immutable → convert into mutable and perform swapping of first and last elements.
- If SVDT(int)→ perform a bitwise NOT operation.