Easy:

- **Hello, Name!:** Write a program that takes a name as input and prints a personalized greeting, such as "Hello, [name]!"

- **Count and Print:** Write a program that counts from 1 to 10 and prints each number.

- **Even or Odd:** Create a program that takes a number as input and prints whether it's even or odd.

- **Pattern Printing:** Write a program that prints a pattern of stars in the shape of a square.

- **Number Guessing Game:** Develop a program where the computer thinks of a number between 1 and 10, and the player tries to guess it.

- **Counting Stars:** Write a program that prints a pattern of stars, where each row has one more star than the previous row.

- **Number Doubler:** Create a program that takes a number as input and prints its double.

- **Smallest Number:** Implement a program that takes two numbers as input and prints the smaller of the two.

Intermediate:

- **Sum of Multiples:** Write a program that calculates the sum of all multiples of 3 and 5 between 1 and 20.

- **Count Vowels:** Create a program that takes a word as input and counts the number of vowels (a, e, i, o, u) in it.

- **Simple Calculator:** Implement a basic calculator program that can add and subtract two numbers.

- **Palindrome Check:** Write a program that checks if a given word is a palindrome.

- **Sum of Odd Numbers:** Write a program that calculates the sum of all odd numbers between 1 and a given positive integer n.

- **Times Tables:** Create a program that takes a number as input and prints the multiplication table for that number up to 10.

- **Pattern Printing:** Write a program that prints a square pattern of stars.

- **Letter Repeater:** Implement a program that takes a letter and a number as input and prints the letter repeated that number of times.

Challenging:

- **Fibonacci Fun:** Develop a program that generates and prints the first 10 numbers in the Fibonacci sequence.

- **Multiplication Table:** Create a program that generates a multiplication table for numbers 1 to 5.

- **Word Guessing Game:** Write a word guessing game where the computer selects a word from a list, and the player guesses letters.

- **Simple Encryption:** Implement a program that replaces each letter in a word with the letter that comes after it in the alphabet.

- **Word Scramble Game:** Design a game where the computer scrambles a word, and the player has to unscramble it.

- **Animated Art:** Create a program that uses turtle graphics to draw an animated scene, like a moving car or a jumping ball.

- **Guess the Animal:** Develop a guessing game where the computer thinks of an animal, and the player has to guess the correct one based on hints.

- **Simple Story Generator:** Write a program that generates a short story with random characters, objects, and places.