**Assignment 17-**

**1. Assign the value 7 to the variable guess\_me. Then, write the conditional tests (if, else, and elif) to**

**print the string too lowif guess\_me is less than 7, too high if greater than 7, and just rightif equal**

**to 7.**

**Ans 1-**

def guess\_me(guess\_me):

if guess\_me < 7:

print('too Low')

elif guess\_me > 7:

print('too High')

else:

print('just Right')

guess\_me(guess\_me=7)

guess\_me(guess\_me=5)

guess\_me(guess\_me=15)

**2. Assign the value 7 to the variable guess\_me and the value 1 to the variable start. Write a while**

**loop that compares start with guess\_me. Print too low if start is less than guess me. If start equals**

**guess\_me, print found it! and exit the loop. If start is greater than guess\_me, print oopsand exit**

**the loop. Increment start at the end of the loop.**

**Ans 2-**

guess\_me = 7

start = 1

while True:

if start < guess\_me:

print('too low')

elif start == guess\_me:

print('found it')

break

else:

print('oops')

break

start += 1

**3. Print the following values of the list [3, 2, 1, 0] using a for loop.**

**Ans 3-**

in\_list = [3,2,1,0]

for ele in in\_list:

print(ele)

**4. Use a list comprehension to make a list of the even numbers in range(10)**

**Ans 4-**

print([x for x in range(10+1) if x%2==0 ])

**5. Use a dictionary comprehension to create the dictionary squares. Use range(10) to return the**

**keys, and use the square of each key as its value.**

**Ans 5-**

print({x:x\*\*2 for x in range(10)})

**6. Construct the set odd from the odd numbers in the range using a set comprehension (10).**

**Ans 6-**

print({x for x in range(10) if x%2 !=0})

**7. Use a generator comprehension to return the string Got and a number for the numbers in**

**range(10). Iterate through this by using a for loop.**

**Ans 7-**

gen\_com = ('Got\_'+str(x) for x in range(10))

for ele in gen\_com:

print(ele, end=' ')

**8. Define a function called good that returns the list [Harry Ron Hermione].**

**Ans 8.**

def good():

x = ['Harry', 'Ron', 'Hermione']

return x

print(good())

**9. Define a generator function called get\_odds that returns the odd numbers from range(10). Use a**

**for loop to find and print the third value returned.**

**Ans 9-**

def get\_odds():

output = []

for ele in range(10):

if ele%2 != 0:

output.append(ele)

yield output

next(get\_odds())[2]

**10. Define an exception called OopsException. Raise this exception to see what happens. Then write**

**the code to catch this exception and print Caught an oops.**

**Ans 100**

class OopsException(Exception):

pass

def test(input):

if input <0:

raise OopsException(a)

try:

test(-100)

except Exception as e:

print('Caught in Oops ->',e)

**11. Use zip() to make a dictionary called movies that pairs these lists: titles = [Creature of Habit**

**Crewel Fate] and plots = [A nun turns into a monsterA haunted yarn shop]**

**Ans 11-**

titles = ['Creature of Habit', 'Crewel Fate']

plots = ['A nun turns into a monster', 'A haunted yarn shop']

output = dict(zip(titles,plots))

print(output)