1. Assign the value 7 to the variable guess_me. Then, write the conditional tests (if, else, and elif) to print the string 'too low' if guess_me is less than 7, 'too high' if greater than 7, and 'just right' if equal to 7.

In [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)
```

just Right
too Low
too High

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 'oops' and exit the loop. Increment start at the end of the loop

In [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
```

too low
too low
too low
too low
too low

too low
found it

3. Print the following values of the list [3, 2, 1, 0] using a for loop.
In [3]:
```
in_list = [3,2,1,0]
for ele in in_list:
    print(ele)
```
3
2
1
0

4. Use a list comprehension to make a list of the even numbers in range(10)
In [4]:
```
print([x for x in range(10+1) if x%2==0 ])
```
[0, 2, 4, 6, 8, 10]

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.
In [5]:
```
# Method 1
print(dict([(x,pow(x,2)) for x in range(10)]))
# Method 2
print({x:x**2 for x in range(10)})
```
{0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}
{0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}

6. Construct the set odd from the odd numbers in the range using a set comprehension (10).
In [6]:
```
print({x for x in range(10) if x%2 !=0})
```
{1, 3, 5, 7, 9}

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
In [7]:
```
gen_com = ('Got_'+str(x) for x in range(10))
for ele in gen_com:
    print(ele, end=' ')
```

Got_0 Got_1 Got_2 Got_3 Got_4 Got_5 Got_6 Got_7 Got_8 Got_9

8. Define a function called good that returns the list ['Harry', 'Ron', 'Hermione'].
In [8]:
```
def good():
    x =  ['Harry', 'Ron', 'Hermione']
    return x
print(good())
```
['Harry', 'Ron', 'Hermione']

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.
In [9]:
```
def get_odds():
    output = []
    for ele in range(10):
        if ele%2 != 0:
            output.append(ele)
    yield output

next(get_odds())[2]
```
Out[9]:
5

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'.
In [10]:
```
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)
```
Caught in Oops -> name 'a' is not defined

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 monster', 'A haunted yarn shop'].

In [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)
```

```
{'Creature of Habit': 'A nun turns into a monster', 'Crewel Fate': 'A haunted yarn shop'}
```