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.

guess\_me = 7

if guess\_me < 7:

print('too low')

elif guess\_me > 7:

print('too high')

else:

print('just right')

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.

guess\_me = 7

if guess\_me < 7:

print('too low')

elif guess\_me > 7:

print('too high')

else:

print('just right')

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

guess\_me = 7

start = 1

while start <= guess\_me:

if start < guess\_me:

print('too low')

elif start == guess\_me:

print('found it!')

break

else:

print('oops')

break

start += 1

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

values = [3, 2, 1, 0]

for value in values:

print(value)

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.

even\_numbers = [x for x in range(10) if x % 2 == 0]

print(even\_numbers)

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

print(squares)

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

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

print(odd)

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.

generator = ('Got ' + str(x) for x in range(10))

for item in generator:

print(item)

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

def good():

return ['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.

def get\_odds():

for number in range(1, 10, 2):

yield number

count = 0

for number in get\_odds():

count += 1

if count == 3:

print('The third odd number is:', number)

break

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'.

class OopsException(Exception):

pass

try:

raise OopsException('This is an oops!')

except OopsException as ex:

print('Caught an oops:', ex)

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'].

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

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

movies = dict(zip(titles, plots))

print(movies)