**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.**

**Ans**. 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.**

**Ans.**guess\_me = 7

start = 1

while True:

if guess\_me > start :

print('too low')

elif guess\_me == start :

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.** list1 = [3,2,1,0]

for i in list1 :

print(i)

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

**Ans.**print([i for i in range(11) if i%2==0])

output:-[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.**

**Ans.**print({i:i\*\*2 for i in range(10)})

output:-{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).**

**Ans.**print({i for i in range(10) if i%2 !=0})

output:-{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.**

**Ans.**def func():

for i in range(10) :

yield 'Got'+str(i)

op=func()

for i in range(10):

print(next(op),end=' ')

output:-Got0 Got1 Got2 Got3 Got4 Got5 Got6 Got7 Got8 Got9

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

**Ans.**def good():

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

return x

print(good())

output:-['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.**

**Ans.**def get\_odds():

odd = []

for i in range(10):

if i%2 != 0:

odd.append(i)

yield odd

next(get\_odds())[2]

output:-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'.**

**Ans.**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)

output:-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'].**

**Ans.** titles = ['Creature of Habit', 'Crewel Fate']

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

movies = dict(zip(titles,plots))

print(movies)

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