```
# Find Outputs ( Home work)
    a = 8ange (10,50,5)
                                            print
                                             e = 80
    Point (type (as) # 2 class - sarge's
                                             Point
    Point (a) # 8009 ( (10,80,5)
    Point (*a) # 10 15 20 25 30 35 40 45
                                             poef
                     cumpacked values
                                             point
   point (id (a)) # some unique ID
                                             9 = 8
   Point (lencai) # 8 (8 elements)
   Point (*a[2:7], SEP= ',') # 20,25,30,35,4
                                              h =
   Point ( *a [::-1]) # reverses the songe: 45 40 35
                     30 25 20 15 10
  a[4] = 32 # ExxXX range objects are immutate
                                              # 5
  Poin+(a*2) # range doesn't support *2
                                               8
                             multiplication
                                                a
 # Find outputs (Home work)
 a = range (10,20)
 Print ( *a, sep = ';') # 10; 11; 12; 13; 14; 15; 16;
                           17; 18; 19
b= range(s)
Point (*b) #01234.
C= range (10,1,-1)
Print (* C, SEP='...) # 10...9...8...7...6...5...
                                  ...3. .. 2
```

```
= range (-10,0)
    sint (*d) # -10-9-8-4-6-8-4-3-2-1
   point ( e) # Empty (nothing)
   20f= 80798 (2,2)
   point (*f) # Empty
   = range (10, 11, 0.1) # E8808
                  sanger only works with integers.
  h = 8 ang & ('A', F') # E880 8.
                   & anger) needs integers, not strings
 # find outputs (Home work)
 r = range (10, 17,3) # generates 10,13,16.
a,b, C= 8 # a= 10, b= 13, c= 16. unpacks.
 point (a, b, c) # 10 13 16.
 8 = 80nge (3) # 0,1,2
x, y=8 # to:es to unpack those values
             into woo vosiables
P, Q, 8, S = 8 # same range(3) :5 0, 1,2
> This toiles to unpack three values into
four voriables.
```