Find Outputs (Home work) a = range (10,50,5) Point (Expecas) # 2 class " sange's Point(a) # song e (10,50,5) Paint (*a) # 10 15 20 25 30 35 40 45 cumpacked values) point (id (a)) # some unique ID Point (lencar) # 8 (8 elements) point (*a[2:7], sep= ',') # 20,25,30,35,4 Point (*a [::-1]) # reveoses the songe: 45 40 35 30 25 20 is 10 a[4] = 32 # ExxXX range objects are immutal Poin+(a*2) # range doesn't support *2 multiplication # Find outputs (Home work) a = range (10,20) Print (*a, sep=';') # 10; 11; 12; 13; 14; 15; 16 17; 18; 19 b = vange(s) Point (*b) #01234 C= range (10,1,-1)

Point (* c, sep='...) # 10...9...8...7...6...5.

...3...2

```
= range (-10,0)
    pipt (*d) # -10-9-8-7-6-5-4-3-2-1
   point (*e) # Empty (nothing)
   alf=8998 (2,2)
   point (*f) # Empty
    = range (10, 11, 0.1) # Error
                  oanger only works with integers.
  h = rang e ('A', F') # Errox
                    & anger) needs integers, not string
 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.
 \delta = 80098(3) # 0,1,2
 x, y=8 # to:es to unpack those values
            into woo voviables
P, Q, 8, S = 8 # same range(3) :5 0, 1,2
> This toiles to unpack three values into
tous vosiables.
```