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.

Solution1:-

guess\_me=7

if guess\_me==7:

print('just right')

elif guess\_me<7:

print('too less')

else:

print('too high')

1. 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.

Solution2:-

guess\_me=7

start=1

while start<guess\_me:

print('too low')

start+=1

else:

if start==guess\_me:

print('found it')

print('oops')

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

Solution3:-

the\_list= [3, 2, 1, 0]

for i in the\_list:

print(i)

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

Solution4:-

print([ i for i in range(0,10,2)])

1. 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.

Solution5:-

print([ {i:i\*\*2} for i in range(10)])

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

Solution6:-

print({i for i in range(1,10,2)})

1. 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.

Solution7:-

string\_generator = ('Got ' + str(i) for i in range(10))

for item in string\_generator:

print(item)

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

Solution8:-

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

def good():

return lst

good()

1. 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.

Solution9:-

get\_odds = (i for i in range(10) if not num % 2 == 0)

count = 0

for i in get\_odds:

if count == 2:

print(i)

break

count += 1

1. 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'.

Solution10:-

class OopsException(Exception):

pass

def with\_exception(a):

if a < 0:

raise OopsException(a)

try:

with\_exception(-1)

except OopsException as err:

print('Caught an oops')

1. 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'].

Solution11:-

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

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

movies = {}

for title, plot in zip(titles, plots):

movies[title] = plot

# or movies = dict(zip(titles, plots))

print(movies)