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 start <= guess\_me:

if start < guess\_me:

print("too low")

elif start == guess\_me:

print("found it!")

break

elif start > guess\_me:

print("oops")

break

start += 1

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

**Ans:-** a = [3, 2, 1, 0]

for i in a:

print(i)

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

**Ans:-** a = [a for a in range(10) if a % 2 == 0 ]

print(a)

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:-** a = {a:a\*\*2 for a in range(10)}

print(a)

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

**Ans:-** a = {a for a in range(10) if a % 2 != 0}

print(a)

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:-** a = ('Got ' + str(num) for num in range(10))

for i in a:

print(i)

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

**Ans;-** def func():

return ['Harry', 'Ron', 'Hermione']

print(func())

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():

a = [a for a in range(0, 10) if a % 2 != 0]

print(a[2])

get\_odds()

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

try:

raise OopsException

except OopsException:

print('Caught an oops')

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)