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.

guess\_me=int(input(" Enter value of guess\_me: "))  
if guess\_me < 7:  
 print('too Low')  
elif guess\_me > 7:  
 print('too High')  
else:  
 print('just Right')

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.

guess\_me=7  
start=1  
while True:  
 if start<guess\_me:  
 print("too low")  
 elif start==guess\_me:  
 print("found it!")  
 else:  
 print("oops")  
 break  
 start +=1

1. Print the following values of the list [3, 2, 1, 0] using a for loop.
2. or i in a:  
    print(i)
3. Use a list comprehension to make a list of the even numbers in range(10)

for i in range(10):  
 if i%2==0:  
 print(i)

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.

print({x:x\*\*2 for x in range(10)})

output:

{0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}

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

print({x for x in range(10) if x%2 !=0})

output:

{1, 3, 5, 7, 9}

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.

gen\_com = ('Got'+str(x) for x in range(10))  
for i in gen\_com:  
 print(i, end=' ')

output:

Got0 Got1 Got2 Got3 Got4 Got5 Got6 Got7 Got8 Got9

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

def good():  
 l = ["harry", "Ron", "Hermione"]  
 return l  
print(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.
2. def get\_odds():  
    l = []  
    for i in range(10):  
    if i%2 != 0:  
    l.append(i)  
    yield l  
     
   next(get\_odds())[2]

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'.

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:

"C:\Users\Muskan Sinha\anaconda3\envs\MySqlFirst\python.exe" "C:/Users/Muskan Sinha/PycharmProjects/MySql01/Test4.py"

Caught in Oops -> name 'a' is not defined

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'].

titles = ['Creature of Habit', 'Crewel Fate']  
plots = ['A nun turns into a monster', 'A haunted yarn shop']  
output = dict(zip(titles,plots))  
print(output)

output:

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