

Answer's / Explanation's

1.

```
guess_me = 7
if guess_me < 7:
    print('too low')
elif guess_me > 7:
    print('too high')
else:
    print('just right')
```
2.

```
guess_me = 7
start = 1
while start:
    if start < guess_me:
        print('too low')
    elif start == guess_me:
        print('found it!')
        break
    else:
        print('oops')
        break

    start += 1
```
3.

```
for i in range(3, -1, -1):
    print(i)
```
4.

```
[i for i in range(10) if i % 2 == 0]
```
5.

```
{i: i**2 for i in range(10)}
```
6.

```
{i for i in range(10) if i % 2 == 1}
```
7.

```
x = (('Got', i) for i in range(10))
for i in x:
    print(i)
```
8.

```
def good():
    return ['Harry', 'Ron', 'Hermione']
```

```
9. def get_odds():
    for i in range(10):
        if i % 2 == 1:
            yield i
    for i in range(10):
        try:
            y = next(x)
            if i == 2:
                print(y)
        except:
            pass

10. class OopsException(Exception):
    'Custom Exception'
    try:
        raise (OopsException)
    except OopsException:
        print('Caught an oops')

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