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 = 7

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’)

Break

Else:

Print (‘oops’)

Break

Start +=1

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

Numbers = [3 ,2,1,0]

For num in numbers:

Print (num)

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

even\_numbers = [num for num in range (10) if num % 2 == 0)

Print(even\_numbers)

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.

Limit = 10

Squares = {num: num\* num for num in range (limit)}

Print(squares)

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

Limit = 10

Odd = {num for num in range (limit) if num % 2 =1}

Print (odd)

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

Def good ();

Return [‘Harry’,’Ron’,’Herminoe’]

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.

Limit=10

Get\_odds = (num for num in range (limit) if not num % 2 == 0)

Count = 0

For num in get\_odds:

If count == 2:

Print (num)

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'.

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'].

movies = {}

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

movies[title] = plot

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

print(movies)