1. Solution:

guess\_me = 7

if guess\_me < 7:

print('too low')

elif guess\_me > 7:

print('too high')

else:

print('just right')

2. Solution:

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

3. Solution:

for i in [3, 2, 1, 0]:

print(i)

Output:

3

2

1

0

4. Solution:

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

print(even\_numbers)

Output:

[0, 2, 4, 6, 8]

5. Solution:

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

print(squares)

Output:

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

6. Solution:

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

print(odd)

Output:

{1, 3, 5, 7, 9}

7. Solution:

gen\_comp = ('Got ' + str(x) for x in range(10))

for item in gen\_comp:

print(item)

Output:

Got 0

Got 1

Got 2

Got 3

Got 4

Got 5

Got 6

Got 7

Got 8

Got 9

8. Solution:

def good():

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

print(good())

Output:

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

9. Solution:

def get\_odds():

for num in range(1, 10, 2):

yield num

count = 0

for num in get\_odds():

count += 1

if count == 3:

print(num)

break

Output:

5

10. Solution:

class OopsException(Exception):

pass

try:

raise OopsException('Something went wrong')

except OopsException as exc:

print('Caught an oops:', exc)

Output:

Caught an oops: Something went wrong

11. Solution:

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

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

movies = dict(zip(titles, plots))

print(movies)

Output:

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