1. def guess\_me(guess\_me):

if guess\_me < 7:

print('too Low')

elif guess\_me > 7:

print('too High')

else:

print('just Right')

guess\_me(guess\_me=7)

guess\_me(guess\_me=5)

guess\_me(guess\_me=15)

just Right

too Low

too High

1. 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

too low

too low

too low

too low

too low

too low

found it

1. in\_list = [3,2,1,0]

for ele in in\_list:

print(ele)

3

2

1

0

1. print([x for x in range(10+1) if x%2==0 ])

[0, 2, 4, 6, 8, 10]

1. # Method 1

print(dict([(x,pow(x,2)) for x in range(10)]))

# Method 2

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

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

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

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

{1, 3, 5, 7, 9}

1. gen\_com = ('Got\_'+str(x) for x in range(10))

for ele in gen\_com:

print(ele, end=' ')

Got\_0 Got\_1 Got\_2 Got\_3 Got\_4 Got\_5 Got\_6 Got\_7 Got\_8 Got\_9

1. def good():

x = ['Harry', 'Ron', 'Hermione']

return x

print(good())

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

1. def get\_odds():

output = []

for ele in range(10):

if ele%2 != 0:

output.append(ele)

yield output

next(get\_odds())[2]

5

1. 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)

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

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

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

output = dict(zip(titles,plots))

print(output)

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