**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')

**2. 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 guess\_me >= start:  
 if guess\_me > start:  
 print('too low')  
 elif guess\_me == start:  
 print('found it!')  
 break  
 elif guess\_me > start:  
 print('oops')  
 break  
 start +=1

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

Lst = [3,2,1,0]

for i in lst:  
 print(i)

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

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

**5. 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.**

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

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

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

**7. 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.**

def got():

for i in range(10):

yield 'Got',i

a =got()

for i in range(10):

next(a)

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

def good():

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

**9. 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.**

def get\_odds():

for i in range(10):

if i%2 != 0:

yield i

for i in range(3):

result = next(g)

print(result)

**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):

def \_\_init\_\_(self):

print(‘error occure’)

try:

raise(OopsException())

except:

print('Caught an oops')

**11. 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']

movies = dict(zip(titles,plots))