# 1. Conditional tests for guess\_me

guess\_me = 7

if guess\_me < 7:

print("too low")

elif guess\_me > 7:

print("too high")

else:

print("just right")

# 2. While loop to compare start with guess\_me

guess\_me = 7

start = 1

while start <= guess\_me:

if start < guess\_me:

print("too low")

elif start == guess\_me:

print("found it!")

break

start += 1

else:

print("oops")

# 3. Print values of the list using a for loop

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

print(value)

# 4. List comprehension for even numbers in range(10)

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

print("Even numbers:", evens)

# 5. Dictionary comprehension for squares

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

print("Squares Dictionary:", squares)

# 6. Set comprehension for odd numbers in range(10)

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

print("Odd Numbers Set:", odd)

# 7. Generator comprehension to return 'Got ' + number

gen = ("Got " + str(num) for num in range(10))

for item in gen:

print(item)

# 8. Function good that returns a list

def good():

return ["Harry", "Ron", "Hermione"]

print("Good List:", good())

# 9. Generator function to return odd numbers and print third value

def get\_odds():

for num in range(10):

if num % 2 != 0:

yield num

odds = list(get\_odds())

print("Third odd number:", odds[2])

# 10. Define and handle OopsException

class OopsException(Exception):

pass

try:

raise OopsException("Oops! Something went wrong.")

except OopsException as e:

print("Caught an oops")

# 11. Use zip() to create a dictionary of movies

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

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

movies = dict(zip(titles, plots))

print("Movies Dictionary:", movies)