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("Just Right")

else:

print("Too High")

>>> 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(start <= guess\_me):

if(guess\_me > start):

print("Too Low")

elif(guess\_me == start):

print("Found It!")

else:

print("Oops")

start = start + 1

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

list = [3,2,1,0]

for i in list:

print(i)

>>> 3

2

1

0

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

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

list

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

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.

square\_dict = {num: num\*num for num in range(10)}

print(square\_dict)

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

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

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

>>> {1, 3, 5, 7, 9}

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.

gen = (['Got',x] for x in range(1,11))

for i in gen:

print(i)

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

def good():

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

list = good()

list

>>> ['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 index,value in enumerate(get\_odds()):

if(index == 2):

print(value)

>>> 5

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'.

try:

a = int(input("Enter a positive integer: "))

if a <= 0:

raise ValueError("That is not a positive number!")

except ValueError as ve:

print(ve)

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'].

dict(zip(titles,plots))

>>> {'Creature of Habit': 'A nun turns into a monster',

'Crewel Fate': 'A haunted yarn shop'}