**Python – Assignment 17**

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| **S. No.** | **Question / Answer** |
| 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 True:  if start < guess\_me: print(‘too low’)  elif start == guess\_me:  print(‘found it’)  break  else:  print(‘oops’)  break  start += 1 |
| 3 | Print the following values of the list [3, 2, 1, 0] using a for loop. |
|  | for num in [3,2,1,0]:  print(num) |
| 4 | Use a list comprehension to make a list of the even numbers in range(10) |
|  | [num for num in range(10) if num % 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. |
|  | {num: num\*num for num in range(10)} |
| 6 | Construct the set odd from the odd numbers in the range using a set comprehension (10). |
|  | odd = {num for num in range(10) if num%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. |
|  | (‘Got’+str(num) for num in range(10)) |
| 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():  count = 0  for num in range(10):  if num%2 != 0:  count += 1  if count == 3: print(num)  yield num |
| 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):  pass  try:  raise OopsException  except OopsException:  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']. |
|  | movies = dict(zip(titles, plots)) |