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.

**Sol :**

**guess\_me = 7**

**if guess\_me ==7:**

**print("just right")**

**elif guess\_me > 7:**

**print("too high")**

**else: print("too low")**

//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.

**Sol :**

**start = 1**

**while start <= guess\_me:**

**if guess\_me > 7:**

**print("oops")**

**break**

**if guess\_me == 7:**

**print("found it!")**

**break**

**else: print("too low")**

**start+=1**

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

**Sol :**

**for i in [3, 2, 1, 0]:**

**print(i)**

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

**Sol :**

**[x for x in range(10) if x%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.

**Sol :**

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

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

**Sol :**

**{x for x in range(10) if x%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.

**Sol :**

**string\_generator = ('Got ' + str(num) for num in range(10))**

**for item in string\_generator:**

**print(item)**

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

**Solution :**

**def good ():**

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

**good()**

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.

**Sol :**

**get\_odds = (num for num in range(10) if not num % 2 == 0)**

**count = 0**

**for num in get\_odds:**

**if count == 2:**

**print(num)**

**break**

**count += 1**

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'.

Sol :  
**class OopsException(Exception):**

**pass**

**def with\_exception(a):**

**if a < 0:**

**raise OopsException**

**try :**

**with\_exception(-1)**

**except OopsException as err:**

**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'].

**Sol:**

**titles = ['Creature of Habit', 'Crewel Fate']**

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

**z=zip(titles,plots)**

**print(tuple(z))**

**//(('Creature of Habit', 'A nun turns into a monster'), ('Crewel Fate', 'A haunted yarn shop'))**

**In [ ]:**