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.
2. guess\_me = 7
3. if(guess\_me < 7):
4. print('too low')
5. elif(guess\_me>7):
6. print('too high')
7. elif(guess\_me==7):
8. 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.

start = 1

while(True):

    if(start < 7):

        print('too low')

    elif(start>7):

        print('oops')

    elif(start==7):

        print('found it')

        break;

    start = start + 1

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

[i for i in reversed(range(4))]#:print(i)

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

print([i for i in range(1,10) 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.

d = {}

for i in range(1,10):

    d[i] = i\*\*2

d

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

print({i for i in range(1,10) 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.

print (['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']

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.

def get\_odds():

    return [i for i in range(1,10) if i%2 != 0]

get\_odds()

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'.

import sys

class OppsException(Exception):

    def \_\_init\_\_(self, error\_message, error\_detail:sys):

        super().\_\_init\_\_(error\_message)

        self.error\_message = "cuaght on oops"

    def \_\_str\_\_(self):

        return self.error\_message

try:

    a = 1/0

except Exception as e:

    raise OppsException(e,sys)

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']

mapped = zip(titles, plots)