

Lesson 7:

1. Write a function `division()` that accepts two arguments. The function should be able to catch an exception such as `ZeroDivisionError`, `ValueError`, or any unknown error you might come across when you are doing a division operation.
2. Write a function that will create a word hidden in the list of lists, according to the following rules: if the sum of the numbers in a sublist is equal to 10, take the first letter from it, If is not alphabetic char it will print an appropriate message and continue (use try and accept).

The function will return the word obtained by joining all the letters.

```
puzzle_input = [  
    ['s', '1', 't', '9'], ['b', '2', '5'], ['u', '3', '7', 'y'], ['@', '5', '5', 'y'],  
    ['c', '4', 'a', '6'], ['g', '5'], ['&', '2', '4', '4'], ['c', '6', '3', '5'], ['c', '7', '3'],  
    ['x', '8', '3'], ['e', '9', '1'], ['s', '2', '2', '6'], ['m', '12', '9'],  
    ['s', '8', '2', 'j'], ['l', '9', '1'], ['?', '9', '2']  
]
```

3. Create a Walkman device.

The following actions can be performed on the device:

- Adding a song
- Deleting a song
- Turn Shuffle mode on or off
- Playing a song
- Skip to the first song
- Skip to the previous song
- Skip to the next song
- Skip to the last song
- Charging the Walkman's battery
- Increase the audio volume by an amount (limit: between 1 and 100)
- Lower the audio volume by an amount (limit: between 1 and 100)

Each song has the following features:

- Name of artist
- Name of work
- Year of publication

The operating instructions for the Walkman are as follows:

- Each device comes with a fully charged battery (100% battery).
- Each song that plays, use 1% of device battery and moves the player to the next song.
- A song will not play if the battery status of the device is 0%. In this case, an error message will be printed.
- In the case of Shuffle mode, a song will be randomly selected from the list that is not the song already played.
- If the Shuffle mode is off, the next song in the list will be played in the order of the entered songs.
- In the state of ending the song list, the Walkman will stop.
- The volume will not be lower than 0 or higher than 100.