1.

```
guess_me=7
    if guess_me < 7 :
          print('too low')
    elif guess_me >7:
          print('too high')
    else:
           print('just right')
```

after run, getting- just right

2.

```
guess_me=7
start=1
while True:
     if start < guess_me :
           print("too low");
     elif start== guess me:
          print('found it')
          break
     elif start > guess_me:
          print("oops")
          break
     start +=1
```

answer-

```
     too low
     too low
    too low
    too low
    too low
    too low
    found it
```

3.

```
for value in [3,2,1,0]:
print(value)
```

```
3
2
1
0
```

4.

```
even= [number for number in range (10) if number %2 == 0]
even
[0,2,4,6,8]
```

5.

```
squares = {key:key*key for key in range (10)}
   squares
   {1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}
```

6.

```
odd= {number for number in range (10) if number %2 ==1}
```

```
odd
{1,3,8,5,7}
```

7.

```
for thing in ('Got %s' % number for number in range (10));
     print (thing)

Got 0
Got 1
Got 2
Got 3
Got 4
Got 5
Got 6
Got 7
Got 8
Got 9
```

8.

```
def good():
      return ['Harry', 'Ron', 'Hermione']

good ()
['Harry', 'Ron', 'Hermione']
```

9.

```
def get_odds():
    for  number in range(1,10,2):
           yield number

for count , number in enumerate(get_odds(), 1):
      if count = =3:
          print("The third odd number is", number)
          break

The third odd number is 5
```

10.

```
class OopsException(Exception):
   Pass

raise  OopsException()
Traceback (most recent call last):
   File"<stdin>, line 1, in <module>
_main_.OopsException

try:

     raise OopsException
  except OopsException:
       print('Caught an oops')

Caught an oops
```

11.

```
titles = ['Creature of habit','Crewel Fate']
plots=['A nun turns into a monster','A haunted yarn shop']
movies=dict(zip(titles,plots))
movies
```

```
{'Crewel Fate':'A haunted yarn shop','Creature of habit':'A nun turns
into a monster'}
```