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.

**Answer:**

**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.

**Answer:**

**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.

**Answer:**

**for ele in list:**

**print(ele)**

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

**Answer:**

**[i for i in range(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.

**Answer:**

**{ i : i\*\*2 for i in range(10)}**

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

**Answer:**

**{ i for i in range(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.

**Answer:**

**def my\_generator():**

**for i in range(10):**

**yield i**

**yield 'Got'**

**for i in my\_generator():**

**print(i)**

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

**Answer:**

**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.

**Answer:**

**def get\_odds ():**

**for i in range(10):**

**if i % 2 == 0:**

**yield i**

**lst = get\_odds()**

**i = 1**

**for ele in lst:**

**if i == 3:**

**print(ele)**

**break**

**i=i+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'.

**Answer:**

**class OopsException(Exception):**

**pass**

**try :**

**raise OopsException**

**except Exception:**

**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'].

**Answer:**

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

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

**dic1 = {}**

**dic1.update(zip(titles, plots))**