

Solutions

1.

```
guess_me = 7

if guess_me < 7:
    print("too low")
elif guess_me > 7:
    print("too high")
else:
    print("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
    else:
        print("oops")
        break
    start += 1
```

3.

```
my_list = [3, 2, 1, 0]

for value in my_list:
    print(value)
```

4.

```
even_numbers = [num for num in range(10) if num % 2 == 0]
print(even_numbers)
```

5.

```
squares = {num: num*num for num in range(10)}
print(squares)
```

6.

```
odd = {x for x in range(10) if x % 2 != 0}
```

7.

```
generator = ('Got ' + str(num) for num in range(10))

for item in generator:
    print(item)
```

8.

```
generator = ('Got ' + str(num) for num in range(10))
for item in generator:
    print(item)
```

9.

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

10.

```
surprise = ["Groucho", "Chico", "Harpo"]
```

11.

```
class OopsException(Exception):  
    pass  
  
try:  
    raise OopsException  
except OopsException:  
    print("Caught an oops")
```