

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. 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.
3. Print the following values of the list `[3, 2, 1, 0]` using a for loop.
4. Use a list comprehension to make a list of the even numbers in `range(10)`
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.
6. Construct the set `odd` from the odd numbers in the range using a set comprehension (10).
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.
8. Define a function called `good` that returns the list `['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.
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'.
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']`.