Python Control Flow, Comprehensions, and Generators

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1. Conditional Logic

Write a function that checks a number against 7 and prints:

- `'too low'` if less than 7,
- `'just right'` if equal to 7,
- `'too high'` if greater than 7.

Call the function with the values 7, 5, and 15.

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2. While Loop Comparison

Assign:

```
guess_me = 7
start = 1
```

Write a `while True:` loop that compares `start` with `guess_me`:

- Print `'too low'` if `start` < `guess_me`
- Print `'found it'` and break if equal
- Print `'too high'` and break if greater
  Increment `start` at the end of each loop cycle.

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3. Loop Through a List

Use a `for` loop to print each element in this list:

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

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4. List Comprehension

Use a list comprehension to generate a list of even numbers from `0` to `10`.

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5. Dictionary Comprehension

Use a dictionary comprehension (or another method) to create a dictionary called `squares` where:

- The keys are numbers from `0` to `9`
- The values are the squares of the keys

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6. Set Comprehension

Create a set `odd` that contains all the odd numbers from `0` to `9` using a set comprehension.

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7. Generator Expression

Use a generator expression to create strings like `'Got_0'`, `'Got_1'`, ..., `'Got_9'`.
Iterate over the generator using a `for` loop and print the results **in one line** separated by spaces.

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8. Define a Simple Function

Define a function `good()` that returns this list:

```
['Harry', 'Ron', 'Hermione']
```

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9. Generator Function and Indexing

Define a generator function `get_odds()` that yields odd numbers from `0` to `9`.
Use a loop or generator handling to find and print the **third** odd number generated.

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10. Use `zip()` to Build a Dictionary

Given:

```
titles = ['Creature of Habit', 'Crewel Fate']
plots = ['A nun turns into a monster', 'A haunted yarn shop']
```

Use `zip()` to build and print a dictionary called `movies` that pairs each title with its plot.
