In [3]:
```python
# Q1
guess_me = 7

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

```
7
right
```

In [4]:
```python
# Q2
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
```

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

In [5]:
```python
# Q3
my_list = [3, 2, 1, 0]
for item in my_list:
    print(item)
```

```
3
2
1
0
```

In [7]:
```python
# Q4
even_no=[ i for i in range(10) if i%2==0]
even_no
```

Out[7]: [0, 2, 4, 6, 8]

In [8]:
```python
# Q5
dic={i:i**2 for i in range(10)}
dic
```

Out[8]: {0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}

In [9]:
```python
# Q5
odd_no=[i for i in range(10) if i%2!=0]
odd_no
```

Out[9]: [1, 3, 5, 7, 9]

In [10]:
```python
 # Q7
generator = ('Got ' + str(num) for num in range(10))
for item in generator:
    print(item)
```

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

In [13]:
```python
# Q8
def good():
    return ['Harry', 'Ron', 'Hermione']
print(good())
```

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

In [14]:
```python
# Q9
def get_odds():
    for number in range(1, 10, 2):
        yield number
count = 1
for number in get_odds():
    if count == 3:
        print("The third odd number is:", number)
        break
    count += 1
```

```
The third odd number is: 5
```

In [16]:
```python
# Q10
class OopsException(Exception):
    pass

# raise the exception
raise OopsException("Something went wrong")

# catch the exception
try:
    raise OopsException("Something went wrong")
except OopsException as exc:
    print("Caught an oops")
```

```
---------------------------------------------------------------------------
OopsException                             Traceback (most recent call last)
~\AppData\Local\Temp\ipykernel_4972\478478602.py in <module>
      4
      5 # raise the exception
----> 6 raise OopsException("Something went wrong")
      7
      8 # catch the exception

OopsException: Something went wrong
```

In [17]:
```python
# Q 11
titles = ['Creature of Habit', 'Crewel Fate']
plots = ['A nun turns into a monster', 'A haunted yarn shop']
movies = dict(zip(titles, plots))
print(movies)
```

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

In [ ]: