Assignment - 17

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1A. guess_me=7
if guess_me < 7:
 print('too low')
elif guess_me > 7:
 print('too high')
else:
 print('just right')
2A. guess_me = 7
start = 1
while True:
 if start < guess_me:
    print('too low')
  elif start == guess_me:
    print('found it')
  else:
    print('oops')
    break
 start = start+1
3A. list1 = [3,2,1,0]
for l in list1:
 print(l)
4A. [l for l in list1] # list comprehension
5A. {a:a*a for a in range(10)} # dict comp
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6A. # set comprehension
{odd for odd in range(10) if odd\%2!= 0}
7A. # Gen comp
gen = (g \text{ for } g \text{ in range}(10))
for i in gen:
  print(i)
8A. def good():
 l = ['Harry','Ron','Hermoine']
  return l
good()
9A. get_odds = (odd for odd in range(10) if odd%2 != 0)
for i in get_odds:
  next(itertools.islice(i,3,None))
10A. # define Python user-defined exceptions
class Error(Exception):
  """Base class for other exceptions"""
  pass
class OopsException(Error):
  """Raised when the input value is too small"""
  pass
# you need to guess this number
number = 10
# user guesses a number until he/she gets it right
while True:
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i_num = int(input("Enter a number: "))
if i_num < number:
    raise OopsException
    break
except OopsException:
    print("Caught an oops")
    print()

print("Congratulations! You guessed it correctly.")

11A. titles = ['Creature of Habit','Crewel Fate']
plots = ['A nun turns into a monster', 'A haunted yarn shop']
movies=zip(titles,plots)
movies # zipped iterator object
dict(movies)</pre>
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