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.

**Äns:**

guess\_me=7

if guess\_me<7:

print("too low")

elif guess\_me>7:

print("too high")

else:

print("just right")

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.

**Ans:**

guess\_me=7

start=1

while start<=7:

if start<7:

print("too low")

elif start>7:

print("oops")

break

else:

print("found it!")

break

start+=1

3. Print the following values of the list [3, 2, 1, 0] using a for loop.

**Ans:**

l=[3, 2, 1, 0]

for i in l:

print(i)

4. Use a list comprehension to make a list of the even numbers in range(10)

**Ans:**

l=[i for i in range(10) if i%2==0]

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.

**Ans:**

squares={i:i\*\*2 for i in range(10)}

6. Construct the set odd from the odd numbers in the range using a set comprehension (10).

**Ans:**

odds={i for i in range(10) if i%2!=0}

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.

**Ans:**

def got\_generator():

for i in range(10):

yield i

l=["Got"+str(i) for i in got\_generator()]

print(l)

8. Define a function called good that returns the list ['Harry', 'Ron', 'Hermione'].

**Ans:**

def good():

return ['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.

**Ans:**

def get\_odds():

for i in range(10):

if i%2!=0:

yield i

count =1

for i in get\_odds():

if count==3:

print(i)

break

count+=1

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'.

**Ans:**

class OopsException(Exception):

pass

try:

print("raising oops exception")

raise OopsException

except OopsException:

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'].

**Ans:**

movies=dict(zip(titles, plots))