**1. Assign the value 7 to the variable guess\_me. Then, write the conditional tests (if, else, and elif) to**

**print the string &#39;too low&#39; if guess\_me is less than 7, &#39;too high&#39; if greater than 7, and &#39;just right&#39; 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 &#39;found it!&#39; and exit the loop. If start is greater than guess\_me, print &#39;oops&#39; 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 &#39;Got &#39; 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 [&#39;Harry&#39;, &#39;Ron&#39;, &#39;Hermione&#39;].**

**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 &#39;Caught an oops&#39;.**

**11. Use zip() to make a dictionary called movies that pairs these lists: titles = [&#39;Creature of Habit&#39;,**

**&#39;Crewel Fate&#39;] and plots = [&#39;A nun turns into a monster&#39;, &#39;A haunted yarn shop&#39;].**

**SOLUTIONS**

**1.** ***guess\_me = 7***

***if guess\_me < 7:***

***print("too low")***

***elif guess\_me > 7:***

***print("too high")***

***else:***

***print("just right")***

***2.******guess\_me = 7***

***start = 1***

***while start <= guess\_me:***

***if start < guess\_me:***

***print("too low")***

***elif start == guess\_me:***

***print("found it!")***

***break***

***else:***

***print("oops")***

***break***

***start += 1***

***3.******for value in [3, 2, 1, 0]:***

***print(value)***

***4.******even\_numbers = [num for num in range(10) if num % 2 == 0]***

***5.******squares = {key: key\*\*2 for key in range(10)}***

***6.******odd = {num for num in range(10) if num % 2 == 1}***

***7.******gen\_comprehension = ('got ' + str(num) for num in range(10))***

***for value in gen\_comprehension:***

***print(value)***

***8.******def good():***

***return ['Harry', 'Ron', 'Hermione']***

***9.******def get\_odds():***

***for num in range(10):***

***if num % 2 == 1:***

***yield num***

***third\_odd = None***

***for i, num in enumerate(get\_odds()):***

***if i == 2:***

***third\_odd = num***

***break***

***print(third\_odd)***

***class OopsException(Exception):***

***pass***

***try:***

***raise OopsException***

***except OopsException:***

***print("Caught an oops")***

***11.******titles = ['Creature of Habit', 'Crewel Fate']***

***plots = ['A nun turns into a monster', 'A haunted yarn shop']***

***movies = dict(zip(titles, plots))***