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.

Answers.

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.

Answers.

guess\_me = 7

start = 1

while True:

if start < guess\_me:

print('too low')

elif start == guess\_me:

print('found it!')

break

elif start > guess\_me:

print('oops')

break

start+=1

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

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

print(value)

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

Answers. even = [number for number in range(10) if number % 2 == 0]

even

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.

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

squares

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

Answers. odd = {number for number in range(10) if number % 2 == 1}

odd

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.

Answers. for thing in ('Got %s' % number for number in range(10)):

print(thing)

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

Answers.

def good():

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

good()

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.

Answers.

def get\_odds():

for number in range(1, 10, 2):

yield number

for count, number in enumerate(get\_odds(), 1):

if count == 3:

print("The third odd number is", number)

break

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'.

Answers.

class OopsException(Exception):

pass

raise OopsException()

try:

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'].

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

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

movies=dict(zip(titles,plots))