

```
: # your code here
def Team():
    team = [i for i in range(4)]
    level1_list = [1, 2, 3, 4]
    level2_list = ['a', 'b', 'c', 'd']
    level3_list = [99, 88, 77, 66]
    level4_list = ["1$", "2%", "3%", "4@"]
    for i in range(4):
        if i == 0:
            team[i] = random.choice(level1_list)
        elif i == 1:
            team[i] = random.choice(level2_list)
        elif i == 2:
            team[i] = random.choice(level3_list)
        elif i == 3:
            team[i] = random.choice(level4_list)
    return team

team1=Team()
team1

[2, 'a', 66, '4@']
```

```
# your code here
def Team():
    team = [i for i in range(4)]
    level1_list = [1, 2, 3, 4]
    level2_list = ['a', 'b', 'c', 'd']
    level3_list = [99, 88, 77, 66]
    level4_list = ["1$", "2%", "3%", "4@"]
    for i in range(4):
        if i == 0:
            team[i] = random.choice(level1_list)
        elif i == 1:
            team[i] = random.choice(level2_list)
        elif i == 2:
            team[i] = random.choice(level3_list)
        elif i == 3:
            team[i] = random.choice(level4_list)
    return team

team1=Team()
team1

[4, 'c', 66, '2%']
```

```
# your code here
def Team():
    team = [i for i in range(4)]
    level1_list = [1, 2, 3, 4]
    level2_list = ['a', 'b', 'c', 'd']
    level3_list = [99, 88, 77, 66]
    level4_list = ["1$", "2&", "3%", "4@"]
    for i in range(4):
        if i == 0:
            team[i] = random.choice(level1_list)
        elif i == 1:
            team[i] = random.choice(level2_list)
        elif i == 2:
            team[i] = random.choice(level3_list)
        elif i == 3:
            team[i] = random.choice(level4_list)
    return team
```

```
team1=Team()
team1
```

```
[4, 'c', 66, '1$']
```

```
# your code here
def Team():
    team = [i for i in range(4)]
    level1_list = [1, 2, 3, 4]
    level2_list = ['a', 'b', 'c', 'd']
    level3_list = [99, 88, 77, 66]
    level4_list = ["1$", "2&", "3%", "4@"]
    for i in range(4):
        if i == 0:
            team[i] = random.choice(level1_list)
        elif i == 1:
            team[i] = random.choice(level2_list)
        elif i == 2:
            team[i] = random.choice(level3_list)
        elif i == 3:
            team[i] = random.choice(level4_list)
    return team
```

```
team1=Team()
team1
```

```
[4, 'd', 66, '3%']
```