Assignment_17

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.

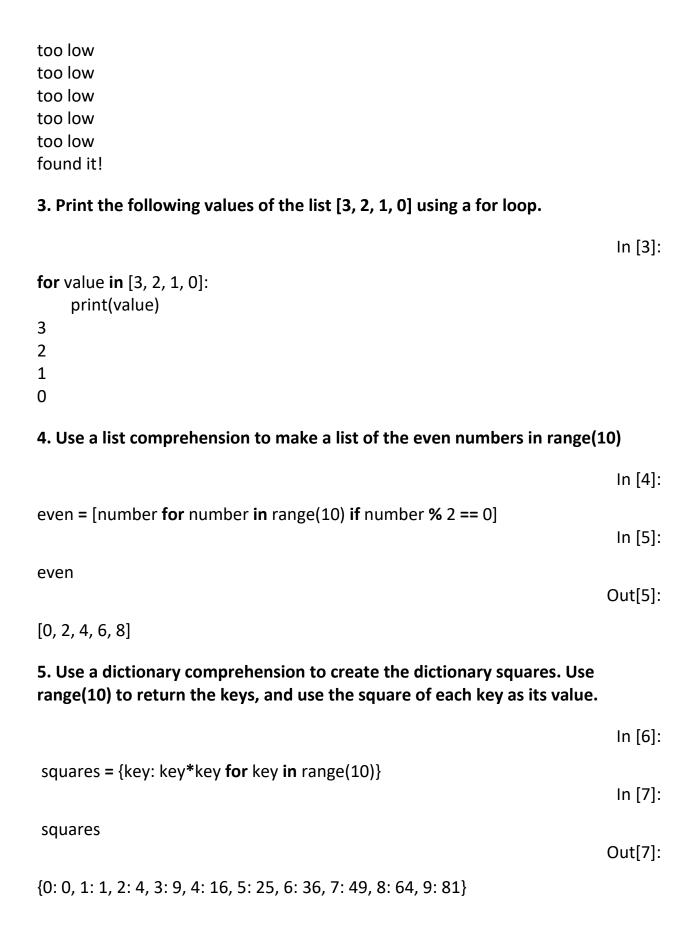
In [1]:

```
guess_me = 7
if guess_me < 7:
    print('too low')
elif guess_me > 7:
    print('too high')
else:
    print('just right')
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.

In [2]:

```
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
too low
```



6. Construct the set odd from the odd numbers in the range using a set comprehension (10). In [8]: odd = {number for number in range(10) if number % 2 == 1} In [9]: odd Out[9]: {1, 3, 5, 7, 9} 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. In [10]: for thing in ('Got %s' % number for number in range(10)): print(thing) Got 0 Got 1 Got 2 Got 3 Got 4 Got 5 Got 6 Got 7 Got 8 Got 9 8. Define a function called good that returns the list ['Harry', 'Ron', 'Hermione']. In [11]: def good(): return ['Harry', 'Ron', 'Hermione'] In [12]: good()

Out[12]:

```
['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.

```
In [15]:
def get odds():
    for number in range(1, 10, 2):
      vield number
count = 1
for number in get odds():
  if count == 3:
    print("The third odd number is", number)
  count += 1
The third odd number is 5
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'.
                                                                         In [18]:
class OopsException(Exception):
    pass
                                                                         In [19]:
raise OopsException()
OopsException
                              Traceback (most recent call last)
<ipython-input-19-98de36d5bd4f> in <module>
----> 1 raise OopsException()
OopsException:
                                                                         In [22]:
try:
  raise OopsException
except OopsException:
  print('Caught an oops')
```

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'].

In [23]:

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

In [24]:

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

In [25]:

movies = dict(zip(titles, plots))

In [26]:

movies

Out[26]:

{'Creature of Habit': 'A nun turns into a monster',

'Crewel Fate': 'A haunted yarn shop'}