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.

**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.

**guess\_me = 7**

**start = 1**

**while True:**

**if guess\_me > start:**

**print(“too low”)**

**if guess\_me == start:**

**print(“found it!”)**

**break**

**if guess\_me < start:**

**print(“oops”)**

**break**

**start = start + 1**

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

**for i in [3,2,1,0]:**

**print(i)**

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

**even = [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.

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

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

**odd = {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.

**gen = (f”Got {i}” for i in range(10))**

**for g in gen:**

**print(g)**

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

**def good():**

**my\_list = ['Harry', 'Ron', 'Hermione']**

**return my\_list**

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.

**def get\_odds():**

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

**if number % 2 != 0:**

**yield number**

**odds = get\_odds()**

**index = 2**

**for i, n in enumerate(odds):**

**if i == index:**

**print(n)**

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'.

**def OopsException(name):**

**if name == ‘Julia’:**

**raise Exception(“error is ”, name)**

**return name**

**try:**

**OopsException(“Julia”)**

**except Exception e:**

**print(e)**

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'].

**zipped = zip(titles, plots)**

**movies = dict(zipped)**