1. What are the Boolean data type's two values? How do you go about writing them?

1-True

0-False

2. What are the three different types of Boolean operators?

And,Or,Not

3. Make a list of each Boolean operator's truth tables (i.e. every possible combination of Boolean values for the operator and what it evaluate ).

Not

|  |  |
| --- | --- |
| 0 | 1 |
| 1 | 0 |

And

|  |  |  |
| --- | --- | --- |
| 0 | 0 | 0 |
| 1 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 1 | 1 |

Or

|  |  |  |
| --- | --- | --- |
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 1 | 1 |

4. What are the values of the following expressions?

(5 > 4) and (3 == 5)=False

not (5 > 4)=False

(5 > 4) or (3 == 5)=True

not ((5 > 4) or (3 == 5))=False

(True and True) and (True == False)=False

(not False) or (not True)=True

5. What are the six different types of reference operators?

=,!=,<,>,<=,>=

6. How do you tell the difference between the equal to and assignment operators?

Equal to( =), assignment(==)

7. Describe a condition and when you would use one.

Condition is something that is included in code when some criteria needs to be satisfied to run a block of code.

8. Recognize the following three blocks in this code:

spam = 0

if spam == 10:

print('eggs')

if spam > 5:

print('bacon')

else:

print('ham')

print('spam')

print('spam')

9. Create a programme that prints. If 1 is stored in spam, prints Hello; if 2 is stored in spam, prints Howdy; and if 3 is stored in spam, prints Salutations! if there's something else in spam.

spam = 4

if spam == 1:

print('Hello')

elif spam == 2:

print('Howdy')

elif spam==3:

print('Salutations!')

else:

print('Spam')

10.If your programme is stuck in an endless loop, what keys can you press?

Interrupt kernel

11. How can you tell the difference between break and continue?

Break is used to exit the loop

Continue is used to jump to next iteration in the loop.

12. In a for loop, what is the difference between range(10), range(0, 10), and range(0, 10, 1)?

All are same

13. Using a for loop, write a short programme that prints the numbers 1 to 10 Then, using a while loop, create an identical programme that prints the numbers 1 to 10.

for i in range(1,11):

print(i)

i=1

while i <11:

print(i)

i=i+1

14. If you had a bacon() function within a spam module, how would you call it after importing spam?

Spam.bacon()