1. What are the two values of the Boolean data type? How do you write them?

The two values of the Boolean data type are `True` and `False`.

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

The three different types of Boolean operators are:

- `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 evaluates).

Truth tables for Boolean operators:

- `and` operator:

```

True and True = True

True and False = False

False and True = False

False and False = False

```

- `or` operator:

```

True or True = True

True or False = True

False or True = True

False or False = False

```

- `not` operator:

```

not True = False

not False = True

```

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 comparison operators?

- Equal to (`==`)

- Not equal to (`!=`)

- Greater than (`>`)

- Less than (`<`)

- Greater than or equal to (`>=`)

- Less than or equal to (`<=`)

6. How do you tell the difference between the equal to and assignment operators? Describe a condition and when you would use one.

The equal to operator (`==`) is used to compare if two values are equal. The assignment operator (`=`) is used to assign a value to a variable. For example:

- Equal to: `if x == 5:` (checking if `x` is equal to 5)

- Assignment: `x = 5` (assigning the value 5 to variable `x`)

7. Identify the three blocks in this code:

```python

spam = 0

if spam == 10:

print('eggs')

if spam > 5:

print('bacon')

else:

print('ham')

print('spam')

print('spam')

```

The three blocks are:

- Block 1: `if spam == 10: print('eggs')`

- Block 2: `if spam > 5: print('bacon')`

- Block 3: `else: print('ham')`

8. Write code that prints 'Hello' if 1 is stored in `spam`, prints 'Howdy' if 2 is stored in `spam`, and prints 'Greetings!' if anything else is stored in `spam`.

9. If your program is stuck in an endless loop, what keys will you press?

You can press `Ctrl` + `C` to interrupt the program and break out of the endless loop.

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

`break` is used to exit out of a loop prematurely, while `continue` is used to skip the rest of the current iteration and move on to the next iteration of the loop.

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

There is no difference between these three expressions in terms of the result they produce. All three expressions generate a sequence of numbers from 0 to 9.

12. Write a short program that prints the numbers 1 to 10 using a for loop. Then write an equivalent program that prints the numbers 1 to 10 using a while loop.

13. If you had a function named `bacon()` inside a module named `spam`, how would you call it after importing `spam`?