

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

**\*\*Ans:-** The two values of Boolean data type are True and False.

It can be written as a=True  
b=False

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

**\*\*Ans :-** The 3 different types of Boolean operators are – **and , or , not**

- "and" Operator: The "and" operator returns True if both operands are True, and False otherwise.
- "or" Operator: The "or" operator returns True if at least one of the operands is True, and False if both operands are False.
- "not" Operator: The "not" operator returns the negation of the operand. It returns True if the operand is False, and False if the operand is True.

▪ **Example:-**

```
a = True
b = False
print(a and b) # and operator
print(a or b)  # or operator
print(not a)   # not operator
```

**o/p :-**

```
False
True
False
```

**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 to).**

**\*\*Ans :-**

**and operator :-**

x	y	X and y
True	True	True
False	False	False
True	False	False

False	True	False
-------	------	-------

**or operator :-**

X	Y	X or y
False	False	False
True	False	True
False	True	True
True	True	True

**Not operator:-**

x	Not x
false	true
true	false

**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?**

**\*\*Ans :-** The six comparison operators are :-

1. Equal to ,
  2. Not equal to ,
  3. Greater than ,
  4. Less than ,
  5. Greater than or equal to ,
  6. Less than or equal to
- a=10

```
b=20
print(a == b) # Equal to, Output: False
print(a != b) # Not equal to, Output: True
print(a > b) # Greater than, Output: False
print(a < b) # Less than, Output: True
print(a >= b) # Greater than or equal to, Output: False
print(a <= b) # Less than or equal to, Output: True
```

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

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

**\*\*Ans :-** The equal to (==) operator is used to compare two values to check if they are equal or not and it returns Boolean values i.e true or false . Whereas the assignment operator (=) is used to assign values to the variable.

#### **Eg:- Equal to operator (==)**

```
x = 5
y = 10
if x == y:
    print("x and y are equal")
else:
    print("x and y are not equal")
```

In this case, the program will output "x and y are not equal" since the values of x and y are different.

#### **Eg:- Assignment operator(=)**

```
x=5
y=x
print(y)
#output=5
```

In this case, the value of x (which is 5) is assigned to the variable y, so when y is printed, it will display the value 5.

### **7. Identify the three blocks in this code:**

```
spam = 0

if spam == 10:

    print('eggs')
```

```
if spam > 5:
    print('bacon')
else:
    print('ham')
    print('spam')
    print('spam')
```

**\*\*Ans :-** The following code is divided into 3 parts .

1. If spam is exactly equal to 10 then it will print eggs and later it will print bacon too as the 2<sup>nd</sup> condition states that the no. should be greater than 5.
2. If spam is any no. which is greater than 5 then it will print bacon.
3. If spam is any number which is smaller than 5 , it can be negative too then it will print 'ham' , 'spam' , 'spam'.

**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.**

Ans :-

```
spam = 2
if spam == 1:
    print('Hello')
elif spam == 2:
    print('Howdy')
else:
    print('Greetings')
```

o/p- Howdy

**9.If your programme is stuck in an endless loop, what keys you'll press?**

**Ans :-** You can press **ctrl + c** if your programme is stuck in endless loop.

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

**Ans :-**

- Break statement terminates the whole process of loop once specified condition is met.

**Eg:-**

```
for i in range(1, 6):
    if i == 3:
        break
    print(i)
```

**o/p – 1**  
2

- The continue statement skips the remaining code inside a loop for the current iteration only.

**Eg :-** for i in range(1, 6):

```
    if i == 3:
        continue
    print(i)
```

**o/p – 1**  
2  
4  
5

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

**Ans :-**

- **range(10) - range(start)**

The 10 is no. till where the range should stop. The range starts from 0 so it will end at 9.

```
for i in range(10): # range(stop)
    print(i)
```

**o/p – 0**  
1  
2  
3  
4  
5  
6  
7  
8  
9

- ***range(0, 10) - range(start ,stop)***

The 1<sup>st</sup> number i.e 0 indicates the start point of the range , and the 2<sup>nd</sup> number i.e 10 indicates the stop point of the range.

```
for i in range(4,10): # range(start, stop)
```

```
    print(i)
```

o/p - 4

5

6

7

8

9

- ***range(0, 10, 1) – range(start, stop, step)***

The 1<sup>st</sup> no. i.e 0 indicates the start point of the range ,whereas the 2<sup>nd</sup> no. i.e 10 indicates the stop point of the range, and the last no. that is 1 indicates that how much gap should be given between numbers in range.

```
for i in range(0, 10, 2): #range(start, stop, step)
```

```
    print(i)
```

o/p – 0

2

4

6

8

***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.***

***Ans :- Using for loop –***

```
for i in range(1,11):
```

```
    print(i)
```

***Using while loop –***

```
i = 1
```

```
while i <= 10:
```

```
    print(i)
```

```
    i += 1
```

***o/p for both the programs :-***

1  
2  
3  
4  
5  
6  
7  
8  
9  
10

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

**Ans :-** This function can be called with `spam.bacon()`