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

Ans **True**

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

Ans

**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 ).

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) **FALSE**

5. What are the six comparison operators?

**Less Than (<) Operator. ...**

**Greater Than (>) Operator. ...**

**Less Than or Equal To (<=) Operator. ...**

**Equal To or Greater Than – (>=) Operator. ...**

**Equal To (==) Operator. ...**

**Not Equal Operator (!=)**

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

**= and ==**

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')

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.

**If spam ==1:**

**print(‘hello’)**

**Elif spam == 2:**

**print(‘howdy’)**

**Else:**

**print(‘Greetings!)**

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

**Cntl + c**

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

**Break will terminate the loop when condition is met. Continue will skip the loop and move to next attrition when condition is met.**

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

**ALL ARE SAME**

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.

**For loop**

**For x in range(1,11):**

**Print(x)**

**While loop:**

**X=0**

**While x <=11:**

**Print(x)**

**X=x+1**

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

**Spam(balcon())**