1. Create an assert statement that throws an AssertionError if the variable spam is a negative integer.

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Ans: assert (spam > 0)

2. Write an assert statement that triggers an AssertionError if the variables eggs and bacon contain strings that are the same as each other, even if their cases are different (that is, 'hello' and 'hello' are considered the same, and 'goodbye' and 'GOODbye' are also considered the same).

Ans: assert (eggs.lower != bacon.lower)

3. Create an assert statement that throws an AssertionError every time.

Ans: assert (False)

4. What are the two lines that must be present in your software in order to call logging.debug()?

Ans: import logging

logging.basicConfig(level =logging.DEBUG)

5. What are the two lines that your program must have in order to have logging.debug() send a logging message to a file named programLog.txt?

Ans: import logging

logging.basicConfig (filename='ProgramLog.txt', level=logging.DEBUG, format='%(asctime)s - %(levelname)s - %(message)s')

6. What are the five levels of logging?

Ans: Debug, info, warning, error, critical

7. What line of code would you add to your software to disable all logging messages?

Ans: logging.disable()

8.Why is using logging messages better than using print() to display the same message?

Ans: Because logging is more flexible than print, timestamps can be added and meanwhile debugging can be done.

9. What are the differences between the Step Over, Step In, and Step Out buttons in the debugger?

Ans: Step over button will execute the next line of code, step out button will cause the debugger to execute lines of code at full speed until it returns from the current function, step in button is to take an action to take in the debugger

10.After you click Continue, when will the debugger stop ?

Ans: When the program terminates.

11. What is the concept of a breakpoint?

Ans: A breakpointcan be set on a specific line of code and forces the debugger to pause whenever the program execution reaches that line