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

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).

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

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

Import logging

Logging.basicconfig()

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?

Import logging

Loggin.basicconfig(filename=’ programLog.txt’,mode=’w’,level=logging.NOTSET)

6. What are the five levels of logging?

Logging.debug()

Logging.error()

Logging.warning()

Logging.info()

Logging.critical()

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

Logging.getlogger()

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

Logging method will help to debug in easy way. It will helps to find the bug came in which module.

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

Step over will help not to enter into the loop, step in will help to enter into the loop and step over will help to come out of loop.

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

It will stop only when debugger reaches any breakpoint, or end of the program.

11. What is the concept of a breakpoint?

Break point will be helpful to stop the debugger whenever it reaches.