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

assert spam > 0, "spam should be possitive"

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).

assert eggs.upper == bacon.upper, "Both are not same"

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

assert False

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

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?

Import logging

logging.basicConfig(filename='programLog.txt', level=logging.DEBUG)

6. What are the five levels of logging?

1. Debug
2. Info
3. Warning
4. Error
5. Critical

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

Logging.disable(logging.CRITICAL)

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

1. No need to print each and everytime that we dubug
2. Easy to add timestamps
3. Easy to look back at the level of the loggs

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

Step over 🡪 executes a function and goes to the next code block

Step in 🡪 will move the debugger into a function call.

Step Out 🡪 execute the rest of the code until it steps out of the function it currently is in.

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

It will go to the next breakpoint

11. What is the concept of a breakpoint?

It is a pause for the program execution used for debugging