

In [ ]: *#1.What are the two values of the Boolean data type? How do you write them?*  
 ANS:Python boolean type **is** one of the built-in data types provided by Python, which represent the truth values of the expressions. i.e. **True or False**. Generally, it **is** used to represent the truth values of the expressions. The boolean value can be of two types only i.e. either **True or False**. The output of a boolean expression **is** a boolean data type.  
 We can evaluate values and variables using the Python bool() function. This method returns a Boolean value i.e., **True or False**, using the standard truth testing procedure.

In [ ]: *#2. What are the three different types of Boolean operators?*  
 ANS:There are three basic Boolean search commands: AND, OR and NOT.  
 AND searches find all of the search terms. For example, searching on dengue AND malaria will return results that contain all three search terms. Very limited results.  
 OR searches find one term or the other. Searching on dengue OR malaria OR zika will return results that contain three search terms. Returns a large number of results.  
 NOT eliminates items that contain the specified term. Searching on malaria NOT zika will return results that contain malaria but will specifically NOT return items that contain the word zika. This is a way to filter results.

In [ ]: *#3.Make a List of each Boolean operators truth tables?*

ANS:TRUTH TABLE OF NOT OPERATOR:

A	not A
True	False
False	True

TRUTH TABLE OF AND OPERATOR:

A	B	A and B
True	True	True
False	True	False
True	False	False
False	False	False

TRUTH TABLE OF OR OPERATOR:

A	B	A or B
True	True	True
False	True	True
True	False	True
False	False	False

In [9]: *#4. What are the values of the following expressions?*  
 (5 & 4) and (3 == 5)

Out[9]: False

In [3]: not (5 & 4)

Out[3]: False

In [5]: (5 & 4) or (3 == 5)

Out[5]: 4

```
In [6]: not ((5 & 4) or (3 == 5))
```

```
Out[6]: False
```

```
In [7]: (True and True) and (True == False)
```

```
Out[7]: False
```

```
In [8]: (not False) or (not True)
```

```
Out[8]: True
```

```
In [ ]: #5. What are the six comparison operators?
ANS: COMPARISION OPERATORS:
```

Operator	Name	Example
<code>==</code>	Equal	<code>x == y</code>
<code>!=</code>	Not equal	<code>x != y</code>
<code>&gt;</code>	Greater than	<code>x &gt; y</code>
<code>&lt;</code>	Less than	<code>x &lt; y</code>
<code>&gt;=</code>	Greater than <b>or</b> equal to	<code>x &gt;= y</code>
<code>&lt;=</code>	Less than <b>or</b> equal to	<code>x &lt;= y</code>

```
In [ ]: #6. How do you tell the difference between the equal to and assignment operators?Describe
ANS:The "=" is an assignment operator is used to assign the value on the right to the
The '==' operator checks whether the two given operands are equal or not.
```

```
In [13]: x = 5          #this is the assignment operator ,here we are assigning 5 to x

print(x)

5
```

```
In [14]: x = 5          #this is the equal to operator, here we are checking whether x and y are equal
y = 3

print(x == y)

False
```

```
In [22]: #7. Identify the three blocks in this code
#ANS:
spam = 0
if spam == 10:
    print(eggs)    #block1
if spam == 5:
    print(bacon)   #block2
else:
    print(spam)    #block3
    print(spam)

0
0
```

```
In [28]: #8. Write code that prints Hello if 1 is stored in spam, prints Howdy if 2 is stored in spam,
#if anything else is stored in spam.
#ANS:
spam=0
```

```
spam=int(input())
if spam==1:
    print("hello")
if spam==2:
    print("Howdy")
if spam>2 and spam<1:
    print("Greetings!")
```

2  
Howdy

In [ ]: #9. If your programme is stuck in an endless loop, what keys you'll press?

ANS: An infinite loop **is** a loop that runs indefinitely **and** it only stops **with** external **is** found. You can stop an infinite loop **with** CTRL + C .

In [ ]: #10. How can you tell the difference between break and continue?

ANS: BREAK:

- \*leaves the loop
- \*skips remaining execution of complete loop
- \*useful, **if** condition always evaluates to be **True**

CONTINUE:

- \*jumps **for** next iteration
  - \*skips execution of remaining statement(s) inside the loop **for** current iteration
  - \*useful, **if** wants to skip execution of some statement(s) inside the loop **for** a
- simply, The **break** statement **is** primarily used **as** an exit statement, allowing you to exit the loop. Conversely, the **continue** statement aids **in** moving **from** the current loop iteration to the next iteration.

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

ANS:

RANGE(10):

Python range() function generates the immutable sequence of numbers starting from 0 up to the specified integer. The range() **is** a built-in function that returns a range object that can be iterated over, which we can iterate using a **for** loop.

RANGE(0,10):

The range() function generates a sequence of integer numbers **as** per the arguments provided. To use the range() function **in** Python.

For example, range(0, 10). Here, start=0 **and** stop = 10. It will generate integers from 0 to 9. i.e., [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]

RANGE(0,10,1):

This indicates range(start, stop[, step])

start: (Lower limit) It **is** the starting position of the sequence. The default value is 0.

For example, range(0, 10). Here, start=0 **and** stop = 10

stop: (Upper limit) generate numbers up to this number, i.e., An integer number less than the stop (upper limit). The range() never includes the stop number **in** its result.

step: Specify the increment value. Each next number **in** the sequence **is** generated by adding the step value to the preceding number. The default value **is** 1 **if** not specified. It **is** nothing but the step value that is added to the result.

In [1]: #12. Write a short program that prints the numbers 1 to 10 using a for loop. Then write another program that prints the numbers 1 to 10 using a while loop.

```
for i in range(1, 11):    #for loop
    print(i)
```

1  
2  
3  
4  
5  
6  
7  
8  
9  
10

```
In [2]: i = 1
        while(i<=10):           #while loop
            print(i)
            i += 1
```

1  
2  
3  
4  
5  
6  
7  
8  
9  
10

```
In [ ]: #13. If you had a function named bacon() inside a module named spam, how would you call it?
        ANS: This function can be called with spam.bacon()
```