Python basic assignment 2:

Q1) True, False. True = 1, False = 0

Q2) AND, OR, NOT

| Input 1 | Input 2 | AND output | OR output |
| --- | --- | --- | --- |
| **0** | 0 | 0 | 0 |
| **0** | 1 | 0 | 1 |
| **1** | 0 | 0 | 1 |
| **1** | 1 | 1 | 1 |

|  |  |
| --- | --- |
| Input | NOT output |
| 0 | 1 |
| 1 | 0 |

Q3)

Q4) 0 , 0 , 1 , 0 , 0 , 1

Q5) Less than <

Greater than >

Equal to ==

Less than or equal to <=

Greater than or equal to >=

Not equal to !=

Q6) Equal to “=“, Assignment operator “==“. Assignment operator is used to assign a value to a variable. Equal to operator is used to compare equality of values.

Q7) spam = 0

#block 1

if spam == 10:

print(‘eggs’)

#block 2

if spam > 5:

print(‘bacon’)

#block 3

else:

print(‘ham’)

print(‘spam’)

print(‘spam’)

Q8) #We can initiate variable ‘spam’ and perform operations or take input in spam and then the below code follows.

if spam == 1:

print(‘Hello’)

if spam == 2:

print(‘Howdy’)

else:

print(‘Greetings!’)

Q9) ctrl + C

Q10) ‘Break’ terminates a loop while ‘continue’ terminates only current iteration and not loop. ‘Continue’ carries on with next iteration while ‘break’ executes next statement.

Q11) range(10) automatically starts from 0 and goes on till 9. In range(0,10), starting position (i.e 0) is specified. In range(0,10,1), even jump (i.e 1) is specified. The starting and jump positions are changeable which cannot be done through just range(10). The jump position cannot be changed though just range(0,10).

Q12) for i in range(1,11):

print(i)

i = 1

while i < 11:

print(i)

i = i + 1

Q13) import spam

from spam import bacon