**ASSIGNMENT 11**

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

Integer.

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:

eggs=(input()).lower()

bacon=(input()).lower()

assert eggs!=bacon

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='%(name)s - %(levelname)s - %(message)s')

6. What are the five levels of logging?

Ans: Five levels of logging are Error, Critical, warning, informational and debug.

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

Ans: logging.disable(logging.CRITICAL)

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

Ans: By using logging messages we can see the severity level of our problems and we can easily turn it off or on based on our needs, whereas, print() doesn’t have any above properties. That’s why logging messages are better than print() statements.

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

Ans: Step Over button is used to skip a line in the code even if it contains a method, Step In button is used to enter in a method on the call statement and Step Out is used to come out of a method to the caller statement.

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

Ans: The debugger will stop at the end of the program or when it reaches the line containing breakpoint.

11. What is the concept of a breakpoint?

Ans: Breakpoint is the line of the code at which we want to stop the debugging of the program.