1- True , False

2- AND , OR, NOT

3- AND

INPUT 1 INPUT 2 RESULT

|  |  |  |
| --- | --- | --- |
| F | T | F |
| T | F | F |
| T | T | T |
| F | F | F |

OR

INPUT 1 INPUT 2 RESULT

|  |  |  |
| --- | --- | --- |
| F | T | T |
| T | F | T |
| T | T | T |
| F | F | F |

NOT

INPUT RESULT

|  |  |
| --- | --- |
| T | F |
| F | T |

4-

FALSE

FALSE

TRUE

FALSE

FALSE

TRUE

5- ==

!=

<=

>=

<

>

6- equal to is represented by ‘==’, It is used for comparing two values. It returns 1 if both the values are **equal** otherwise returns 0.

Assignment operator is represented by ‘=', It is used for **assigning** the value to a variable.

7- block 1

spam = 0

Block 2

if spam == 10:

print(‘eggs’)

Block 3

if spam > 5:

print(‘bacon’)

else:

print(‘ham’)

print(‘spam’)

print(‘spam’)

8- if spam == 1:  
 print (‘Hello’)

elif spam == 2:

print(‘Howdy’)

else:

print(‘Greetings!’)

9- CTRL + C

10- break is used to exit out of the loop

continue is used to give back control to the loop

11- They are all the same

12- for i in range(1,11):  
 print(i)

i = 1

while(i < 11):

print(i)

i += 1

13- spam.bacon()