1. What are the two values of the Boolean data type? How do you write them? ANS- true and false. Bool() 2. What are the three different types of Boolean operators? ANS- And, or and not 3. Make a list of each Boolean operator's truth tables (i.e. every possible combination of Boolean values for the operator and what it evaluate). ANS-For AND A B C 1 1 1 1 0 0 0 1 0 0 0 0 For OR A B C 1 1 1 1 0 1 0 1 1 0 0 0 For NOT 0->1 1->0 4. What are the values of the following expressions? (5 > 4) and (3 == 5)not (5 > 4)(5 > 4) or (3 == 5)not ((5 > 4) or (3 == 5))(True and True) and (True == False) (not False) or (not True)

print('Howdy')

print('Greetings!')

5. What are the six comparison operators?

ANS- six comparison operators are '==(equals to)', '!=(not equals to)', '>(greater than)', '<(smaller than)', '>=(greater than equals to)', and '<=(smaller than equals to)'.

6. How do you tell the difference between the equal to and assignment operators? Describe a condition and when you would use one.

```
ANS-x=5
X+=3
7. Identify the three blocks in this code:
ANS-
spam = 0
if spam == 10:
print('eggs')
if spam > 5:
print('bacon')
else<mark>:</mark>
print('ham')
print('spam')
print('spam')
8. Write code that prints Hello if 1 is stored in spam, prints Howdy if 2 is stored in spam, and prints
Greetings! if anything else is stored in spam.
ANS- spam = 1
if spam == 1:
  print('hello')
spam = 2
if spam == 2:
```

9.If your programme is stuck in an endless loop, what keys you'll press?

ANS- we can use the break statement

10. How can you tell the difference between break and continue?

ANS- The break statement terminates the whole iteration of a loop whereas continue skips the current iteration.

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

ANS- in range(10), and (0,10) it will generate a sequence of integers. And for range(0,10,1) it will generate a sequence of increment of +1 integers.

12. Write a short program that prints the numbers 1 to 10 using a for loop. Then write an equivalent program that prints the numbers 1 to 10 using a while loop.

```
ANS-
```

```
#for loop
for i in range(1,10):
    print(i)

#while loop
i = 1
while(i<=10):
    print(i)
    i += 1</pre>
```

13. If you had a function named bacon() inside a module named spam, how would you call it after importing spam?

ANS- def bacon()