**ANS1-**

1st True

2nd False

**Ans2-**

and,or,not

#Ans3-

A B a and b a or b not a

False False False False True

False True False True True

True False False True False

True True True True True

ans4-

(5 > 4) and (3 == 5) False

not (5 > 4) False

(5 > 4) or (3 == 5) False

not ((5 > 4) or (3 == 5)) False

(True and True) and (True == False) False

(not False) or (not True) True

**Ans5**- six comparison operators <, >, <=, >=, ==, !=

**ans6**- equal to(==) checks whether two operands is equal to or not . if they equal it will say True other wise False.

for eg-

a=6

b=4

a==b

assignment operator(=,+-) It assign values to variable

for eg:-

x = y + z

#ans7- 3 identical block found in this function.

correct function below

spam = 0

if spam == 10:

print('eggs')

if spam > 5: print('bacon')

else:

print('ham')

print('spam')

print('spam')

Ans-8

spam=int(input())

if spam ==1:

print("hello")

elif spam==2:

print("Howdy")

else:

print("Greetings!")

**ans-9**

We need to press Interupt the kernel to end infifnite loop.

#ans-10:

break it helps to break entire loop. it can used to break certain conditions.

eg

while a<4:

break

Continue- will help us to continue from staring of a loop or gives control to loop.

eg-

b=1

while b<4:

print(b)

b=b+1

if b ==3:

continue

ans-11

range(10) it means it will give data by default from 0 to 6,excluding 6.

range(0, 10) it means we giving him a range from 0 to 10 excluding 10.

range(0, 10, 1) it means start from 0 go till 10 and jump will 1 step.

**ans12(b)**

b=0

while b<10:

print(b)

b=b+1

**ans13**

from spam import bacon.

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