1. Assert spam < 0,”The variable spam is negative”
2. Assert eggs.lower()!= bacon.lower ,” the egg and the bacon variable are the same “or Assert eggs.upper() != bacon.upper , “The egg and bacon variable are same “
3. Assert false ,”this assertion always triggers”
4. Import logging

Logging.basicsConfig(level=logging.DEBUG,format =’%(asctime)s-%(levelname)s-%(message)s’)

1. Import logging

Logging.basicsConfig(filename=’programLog.txt’,level=logging.DEBUG,format =’%(asctime)s-%(levelname)s-%(message)s’)

1. DEBUG,INFO,WARNING,ERROR and CRITICAL.
2. Logging.disable(logging.CRITICAL).
3. You can disable logging messages without removing the logging function calls.You can create logging messages .logging messages provides timestamp.
4. The Step button will move the debugger into a function call .The Over button will quickly execute the function without stepping into it . The Out button will quickly execute the rest of the code apart from function.
5. It wil stop end of the program or due to the breakpoint .
6. Breakpoint is an intentional stopping or pausing place in a program , put in place for debugging purposes .