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

Ans.

try:

x = int(input())

assert x>=0

print("x is positive no.")

except Exception as e:

print("error message",e)

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).

3. Create an assert statement that throws an AssertionError every time.

4. What are the two lines that must be present in your software in order to call logging.debug()?

Ans.

import logging as lg

logging.basicConfig(filename='C:\\Users\\vivek\\test\\testlg.log',level = lg.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 as lg

logging.basicConfig(filename='C:\\Users\\vivek\\test\\ programLog.txt',level = lg.DEBUG)

6. What are the five levels of logging?

Ans. info, debug, error, warning, critical

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

Ans.

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

Ans. during logging we can define what we want to log, error/waring, time , date etc., but during there will be only message.

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

Ans. step in takes you inside the code, setout takes you backout of the function, step over is jump to next line of code.

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

Ans. at the breakpoint.

11. What is the concept of a breakpoint?

Ans. it’s a debugger , help us to go through line by line of the code.

Or we can set breakpoint where we want to stop and see the results.