1.

Refer the below code:

class Human:

def \_\_init\_\_(self, first\_name, last\_name, age):

self.first\_name = first\_name

self.last\_name = last\_name

self.age = age

h001 = Human(“Abhay”, “Kashyap”, 26)

In the above code which will act as the object?

* Human
* h001
* Abhay
* “Abhay”

2.

In the above code self is a \_\_\_\_ .

* keyword
* attribute
* constructor
* reference to current instance to the class

3.

Maximum how many objects can be created using a class?

* Only 2
* 1
* depends on the number of attribute in it
* Multiple

4.

From the above code, which one is the constructor?

* class
* def
* \_\_init\_\_
* Human

1.

The \_\_ symbol along with the name of the decorator function can be placed above the definition of the function to be decorated works as an alternate way for decorating a function.

* #
* $
* @
* &

2.

In the following Python code, which function is the decorator?

def mk(x):

    def mk1():

        print("Decorated")

        x()

    return mk1

def mk2():

    print("Ordinary")

p = mk(mk2)

p()

* p()
* mk()
* mk1()
* mk()

3.

Which of the following statements is true?

* class is a blueprint for the object.
* You can only make a single object from the given class.
* Both statements are true.
* Neither statement is true.

4.

What are the dunder (magic) methods in Python?

* Methods that start with a double underscore.
* Methods that start and end with a double underscore

* Methods that start with a single underscore

* Methods that start and end with a single underscore

5.

Methods of a class that provide access to private members of the class are called as

* getters/setters
* repr/str\_
* user-defined functions/in-built functions
* init/del