## Python Quiz Results



Level: ADVANCED Score: 0/20 (0.00%)



#	Question	Your Answer	Correct Answer	Result
1	What is the correct way to manually raise an exception?	Not Answered	raise Exception()	'
2	Which built-in function can be used to check if an object is an exception?	Not Answered	isinstance(obj, BaseException)	
3	What will `try: raise KeyboardInterrupt finally: print('Cleanup')` output?	Not Answered	Cleanup	1
4	Which base class is inherited by all built-in exceptions?	Not Answered	BaseException	
5	What is the difference between `Exception` and `BaseException`?	Not Answered	`BaseException` is for system-exiting exceptions	
6	Which exception is raised when the input is interrupted (e.g., Ctrl+C)?	Not Answered	KeyboardInterrupt	
7	How do you define a custom exception?	Not Answered	class MyError(Exception): pass	'
8	Which of the following exceptions is not built-in?	Not Answered	InputError	1
9	What happens if `raise` is used without an active exception?	Not Answered	Raises RuntimeError	1
10	What is `assert` used for?	Not Answered	Conditionally stop program execution	
11	Which statement correctly re-raises the current exception?	Not Answered	raise	
12	What is the output? try: assert 2 == 3 except AssertionError: print('Failed')	Not Answered	Failed	,
13	Which keyword should be used to suppress exceptions temporarily?	Not Answered	contextlib.suppress	1
14	What is the primary purpose of `contextlib.suppress`?	Not Answered	Ignore specific exceptions	
15	What does `sys.exc_info()` return?	Not Answered	A tuple with exception type, value, traceback	1
16	What is the result of raising `SystemExit`?	Not Answered	Terminates program	1
17	Which of these exceptions are derived from `ArithmeticError`?	Not Answered	All of the above	1
18	Can `try-except-finally` blocks be used inside a function definition?	Not Answered	Yes	1

#	Question	Your Answer	Correct Answer	Result
19	How do you print the stack trace of an exception?	Not Answered	traceback.print_exc()	'
20	What does `except Exception as e:` allow you to do?	Not Answered	Assign the caught exception to variable `e`	,