

# Python Programming in 2025

## Test #01: Chapter 01 (Lesson 0 to 4)

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Name: \_\_\_\_\_ (Date: August 4, 2025)

Time: 30 min

Total: 15, Obtained: \_\_\_\_\_

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### 1. Choose the correct option for each question:

(10 × 1 = 10 marks)

1. Which one is a correct way to assign multiple variables in Python?
  - a) `x, y = 3; 4`
  - b) `x = y = 3, 4`
  - c) `x, y = 3, 4`
  - d) `x; y = 3 4`
2. After executing `x = input ("Enter number: ")`, which method ensures `x` becomes an integer safely?
  - a) `int(x)`
  - b) `str(x)`
  - c) `float(x)`
  - d) `eval(x)`
3. What is the output of the expression `type (3.0 + 1)`?
  - a) `<class 'int'>`
  - b) `<class 'float'>`
  - c) `<class 'str'>`
  - d) `<class 'complex'>`
4. What happens if you try to add an integer and a string directly in Python like `5 + "5"`?
  - a) 10
  - b) "55"
  - c) Error
  - d) None
5. Which of these shows **explicit type casting**?
  - a) `x = 4`
  - b) `y = input()`
  - c) `z = str(9.8)`
  - d) `a = 2.5`
6. In Python, what does `input(">> ")` return when the user types: 42?
  - a) `int`
  - b) `float`
  - c) `str`
  - d) `bool`

7. Which of the following variable names is **not** valid in Python?
- a) `_value1`
  - b) `__age__`
  - c) `pass`
  - d) `value_99`
8. What is the output of: `print ("5" * 3)`?
- a) 15
  - b) "555"
  - c) "5 5 5"
  - d) Error
9. Which Python function can be used to get both the **type** and **value** of a variable `x = "23"`?
- a) `type(x), x`
  - b) `print(x)`
  - c) `typeof(x)`
  - d) `info(x)`
10. What is the result of this code?

```
a = "2.0"
b = float (a)
print (b + 3)
```

- a) 5.0
- b) "2.03"
- c) TypeError
- d) 2.0

**2. Write the exact output for the following code snippets:**

**(2 × 2 = 4 marks)**

**1. Predict:**

```
x = "7"
y = 2
print(y * x)
```

**2. Predict:**

```
n = input("Enter a value: ")
n = 5 + "5"
print(type(n), n)
```

**3. Write code for the following questions:**

**(2 × 1.5 = 3 marks)**

**1. Ask the user to input their name, class, and roll number**

Display them as: ``Student [name] from Class [class] has roll number [roll].``

**2. Take any input from user.**

It should print 100 if number is positive, otherwise 0.

**IMPORTANT: DO NOT USE IF-ELSE STATEMENT.**