

## L6

21) Which parameter of open() is defined incorrectly?

- A. "a" - will append to the end of the file
- B. "w" - will overwrite any existing content
- C. "x" - will create a file, returns an error if the file exist
- D. "a" - will return an error if the file does not exist**
- E. "w" - will create a file if the specified file does not exist

22) Which of the following is NOT a Python built-in function?

- A. max()
- B. pow()
- C. random()**
- D. len()
- E. all()

23) What is the correct way to create a file named "example.txt" using open function?

- A. file = open("example.txt", "r")
- B. file = open("example.txt", "b")
- C. file = open("example.txt", "a")**
- D. file = open("example.txt", "rb")
- E. file = open("example.txt", "x")

24) What you could use to get a list of all lines in a files

- A. readlines()**
- B. read()
- C. readline()
- D. read\_files()
- E. readlist()

## L7

25) Which pygame function is used to set the size of the window?

- A. `pygame.display.set_mode()`
- B. `pygame.display.set_screen()`
- C. `pygame.display.set_size()`
- D. `pygame.transform.scale()`
- E. none

26) Which pygame function is used to load an image from a file and return a Surface object?

- A. `pygame.display.set_mode()`
- B. `pygame.image.load()`
- C. `pygame.draw.rect()`
- D. `pygame.mixer.Sound()`
- E. `pygame.time.Clock()`

27) How can you play a sound effect in Pygame?

- A. By using the `pygame.play_sound()` function
- B. By using the `pygame.load_sound()` function
- C. By using the `pygame.sound.play()` function
- D. By using the `pygame.mixer.play()` function
- E. By using the `pygame.sound_effect.play()` function

28) The type of event that fires when the user clicks the close button in the corner of the window in Pygame.

- A. `pygame.DIPSLAY`
- B. `pygame.QUIT`
- C. `pygame.EXIT()`
- D. `pygame.LEAVE`
- E. `pygame.EXIT`

## L8

29) Which Pygame module is used for collision detection?

- A. pygame.event
- B. pygame.mixer
- C. pygame.sprite
- D. pygame.font
- E. pygame.image

30) What is the value returned by pygame.mouse.get\_pos() ?

- A. The current position of the mouse cursor
- B. The position of the mouse cursor relative to the center of the screen
- C. The change in position of the mouse cursor since the last frame
- D. The position of the last mouse button click
- E. The position of the mouse cursor relative to a specific sprite

31) Chose correct order of methods for Centralized Scene Logic

- A. Render, Process, Input
- B. Process, Update, Render
- C. Input, Process, Render
- D. Render, Update, Input
- E. Init, Input, Process

32) Which of the following is a correct way to handle input in pygame?

- A. Use the built-in "input" function in python to read keyboard input.
- B. Use a while loop to continuously check for keyboard input.
- C. Define an event handler function that checks for keyboard events and add it to the event queue
- D. Use the "keyboard" module from the pygame library to read keyboard input.
- E. Use the "input" method of the pygame "Keyboard" class to read keyboard input

## L9

33) Which Pygame module is used to draw shapes and lines on the screen?

- A. pygame.surface
- B. pygame.paint
- C. pygame.drawing
- D. pygame.draw**
- E. pygame.graphic

34) Draw a green rectangle in Pygame.

- A. pygame.draw.rect(screen, (0,255,0), pygame.Rect(10, 10, 100, 100), 10)**
- B. pygame.draw.rect(screen, (0,255,0), Rect(10, 10, 100, 100), 10)
- C. pygame.draw.rect(screen, (0,255,0), pygame.rect(10, 10, 100), 10)
- D. pygame.draw.rect(screen, (0,255,0), pygame.rect(10, 10, 100, 100))
- E. pygame.draw.rect(screen, (0,255,0), pygame.Rect(10, 10, 10, 100, 100))

35) In a typical platformer game using Pygame, what is the most common method for handling gravity?

- A. Applying a constant force to the player character
- B. Modifying the player character's position**
- C. Detecting collisions with the ground
- D. Using the physics module
- E. All the above

36) How we can check collision between two objects in pygame? (For example to determine if Snake object has collided with the Food object in Snake game)

- A. By comparing the x and y coordinates of the Snake object's head to the Food object's location
- B. By comparing the x and y coordinates of the Snake object's head to the x and y coordinates of each block of the Snake's body
- C. By using pygame functions to determine collisions
- D. A and C**
- E. All the above

## L10 & L11

37) Which of the following query depicts the correct Select statement?

- A. **SELECT \* from data**
- B. SELECT all from data
- C. SELECT # from data
- D. Select column from
- E. Select \*\* from data

38) Which query add information to table

- A. Create
- B. Insert**
- C. Update
- D. Alter
- E. Drop

39) f What is the purpose of the following SQL command in PostgreSQL?

```
CREATE TABLE mytable (  
    id SERIAL PRIMARY KEY  
    , name VARCHAR(50)  
    , age INT  
);
```

- A. To create a new PostgreSQL database called "mytable"
- B. To create a new schema called "mytable"
- C. To create a new table called "mytable" with columns "id", "name", and "age"**
- D. To add a new row to the "mytable" table
- E. To modify the structure of an existing table called "mytable"

40) Which Python library is commonly used to connect to a PostgreSQL database server?

- A. psycopg2**
- B. SQLAlchemy
- C. pyMySQL
- D. Django ORM
- E. Pandas