CST-	186	Ch	apter 1 Study Guide		
True/F Indicat			er the statement is true or false.		
	1.	Pyt	thon is a high-level language.		
	2.	Pyt	thon programs are platform-dependent.		
	3.	Pyt	thon is free software.		
	4.	Pyt	thon is not case-sensitive.		
	5.	Co	mments should be used only by new Pythor	n pro	grammers.
Multip <i>Identify</i>			ce vice that best completes the statement or an.	swer	s the question.
	6.	Pyta.	thon is used by which organization(s)? NASA Google	c. d.	Microsoft All of these
	7.	Wh	nat will the following code display?		
		pr	imt "Game Over!"		
		a. b.	Game Over! "Game Over!"		<pre>print "Game Over!" None of these</pre>
	8.	Wh	nat will the following code display?		
		PR	INT "Game Over!"		
		a. b.	Game Over! "Game Over!"	c. d.	<pre>print "Game Over!" None of these</pre>
	9.	Wh	nat will the following code display?		
		pr	int "Game Over!"		
		a. b.	Game Over! "Game Over!"		<pre>print "Game Over!" None of these</pre>

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10.	The following is $a(n)$?								
	print "Game Over!"								
	a. Stringb. Expression	c. d.	Statement Comment						
11.	The following is a(n)?	u.	Comment						
	5 + 10								
	a. String	C.	Statement						
	b. Expression	d.	Comment						
12.	What mode of IDLE allows you to save programs to run later?								
	a. Safe	c.	Script						
	b. Moderated	d.	Interactive						
13.	What mode of IDLE provides	What mode of IDLE provides immediate feedback to code?							
	a. Safe	c.	Script						
	b. Moderated	d.	Interactive						
14.	What symbol begins a commo	ent?							
	a. #	c.	*						
	b. \$	d.	&						
15.	A blank line in a program ger	nerally produces what	kind of output?						
13.	6. A blank line in a program generally produces what kind of output? a. A blank line c. No output								
	b. An error message	d.	An end of program message						
Completio	n								
Complete e	each statement.								
16.	A(n)	_ window can display	only text.						
17.	The Python programming language is named after the comedy troupe								
18.	A(n) error is a violation of the grammar of a programming language, often caused by a typo.								
19.	A(n)	_ language is closer to	human language than machine language.						
20.	A(n)computer.	_ is a note in a program	m meant only for programmers and is ignored by the						

Name:						
Matching						
	Match each item with a statement below					
	 a. Bug b. Expression c. Statement d. String e. Integrated Development Environment (IDE) 					
21.						
22.	A sequence of characters.					
23.	An error in programming code.					
24.	A single unit in a programming language that performs some action when executed.					
25.	An application that helps software developers write programs.					
Short Answer						
26.	What is a "Hello World" program?					
27.	How can a programmer use Python's interactive and script modes to be productive?					

28. How are comments helpful to programmers?

30. What is IDLE?

29. What does it mean for Python to be platform-independent?

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