24 s 6

Question 4 12.6s 0 / 1 pts Score: 0

What is it called where child object gets killed if parent object is killed?

- Aggregation
- Composition
- Encapsulation
- Association

Correct Answers Your Answers PREV NEXT

24 s 6

Question 10 ✗ 68.5s 0 / 1 pts Score: 0

Function Calls
How many total lines of output will show up if you run the code below?

```
def add(x, y):
return x+y

def mult(x, y):
print(x*y)

add(5,3)
print(add(3,4))
mult(2,6)
print(mult(4,2))
```

- 0
- 2
- 4
- ✓ 6

Correct Answers | Your Answers | ← PREV | NEXT →

24 s 6

Question 12 20.9s 0 / 1 pts Score: 0

Overriding means changing behaviour of methods of derived class methods in the base class. Is the statement true or false?

- True
- False
- None
- May be

Correct Answers Your Answers PREV NEXT

24 s 6

Question 14 36.5s 0 / 1 pts Score: 0

Getters and setters

- Are essential for data encapsulation in a class
- Are necessary for adding each data member of the class
- Are replaced by the @property decorator in Python
- Are replaced by the @classmethod in Python

Correct Answers Your Answers PREV NEXT

Question 15 54.3s 0 / 1 pts Score: 0

Suppose C is a subclass of D, to invoke the __init__ method in D from C, what is the line of code you should write?

- [x] D.__init__(self)
- [ ] C.__init__(self)
- [ ] D.__init__(C)
- [ ] C.__init__(D)

Correct Answers Your Answers PREV NEXT

Question 17 ✗ 25.6s 0 / 1 pts Score: 0

An exception is:

- an object
- a special function
- ✓ a standard module
- an object

Correct Answers | Your Answers | ← PREV | NEXT →

Question 20 ✗ 27.8s 0 / 1 pts Score: 0

How are variable length arguments specified in the function heading?

- ✓ one star followed by a valid identifier
- one underscore followed by a valid identifier
- two stars followed by a valid identifier
- two underscores followed by a valid identifier

Correct Answers Your Answers PREV NEXT

Question 27 ✗ 28s 0 / 1 pts Score: 0

Choose the behaviour of Class: time

- Hour
- Second
- ✓ PrintTime
- ✓ getHour

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 47 ✗ 4.7s 0 / 1 pts Score: 0

- Error as age isn't defined
- ✓ True
- False
- 7

Correct Answers | Your Answers | ← PREV | NEXT →

Question 50 ✗ 22.3s 0 / 1 pts Score: 0

Decides if a string only contains numbers

- isdigit()
- ✓ isnumeric()
- float()
- str()

Correct Answers Your Answers

← PREV NEXT →

Question 55 ✗ 47.5s 0 / 1 pts Score: 0

Functions as Arguments
What does the code below print?

```
def sq(func, x):
y = x**2
return func(y)

def f(x):
return x**2

calc = sq(f, 2)
print(calc)
```

- 4
- 8
- ✓ 16
- nothing, it will show an error

Correct Answers | Your Answers | PREV | NEXT

Question 62

54.7s | 0 / 1 pts | Score: 0

- Error, the syntax of the invoking method is wrong
- The program runs fine but nothing is printed
- 1 0
- 1 2

Correct Answers | Your Answers

PREV | NEXT

Question 68 ✗ 12.4s 0 / 1 pts Score: 0

The purpose of name mangling is to avoid unintentional access of private class members. True or False?

- May be
- True
- ✓ False
- None

Correct Answers | Your Answers

← PREV NEXT →

Question 1 ✓ 13.4s 1 / 1 pts Score: 600 ×

The output of the code shown below is:
int("gprec")

- ImportError
- ✓ ValueError
- TypeError
- NameError

Correct Answers | Your Answers | ← PREV | NEXT →

Question 1 ✓ 13.4s 1 / 1 pts Score: 600

The output of the code shown below is:
int("gprec")

- ImportError
- ✓ ValueError
- TypeError
- NameError

Correct Answers | Your Answers | ← PREV | NEXT →

Question 2 ✓ 9.4s 1 / 1 pts Score: 600

Combining Data and Functions into a single unit is called

- Abstraction
- Inheritance
- ✓ Encapsulation
- Polymorphism

Correct Answers | Your Answers | ← PREV | NEXT →

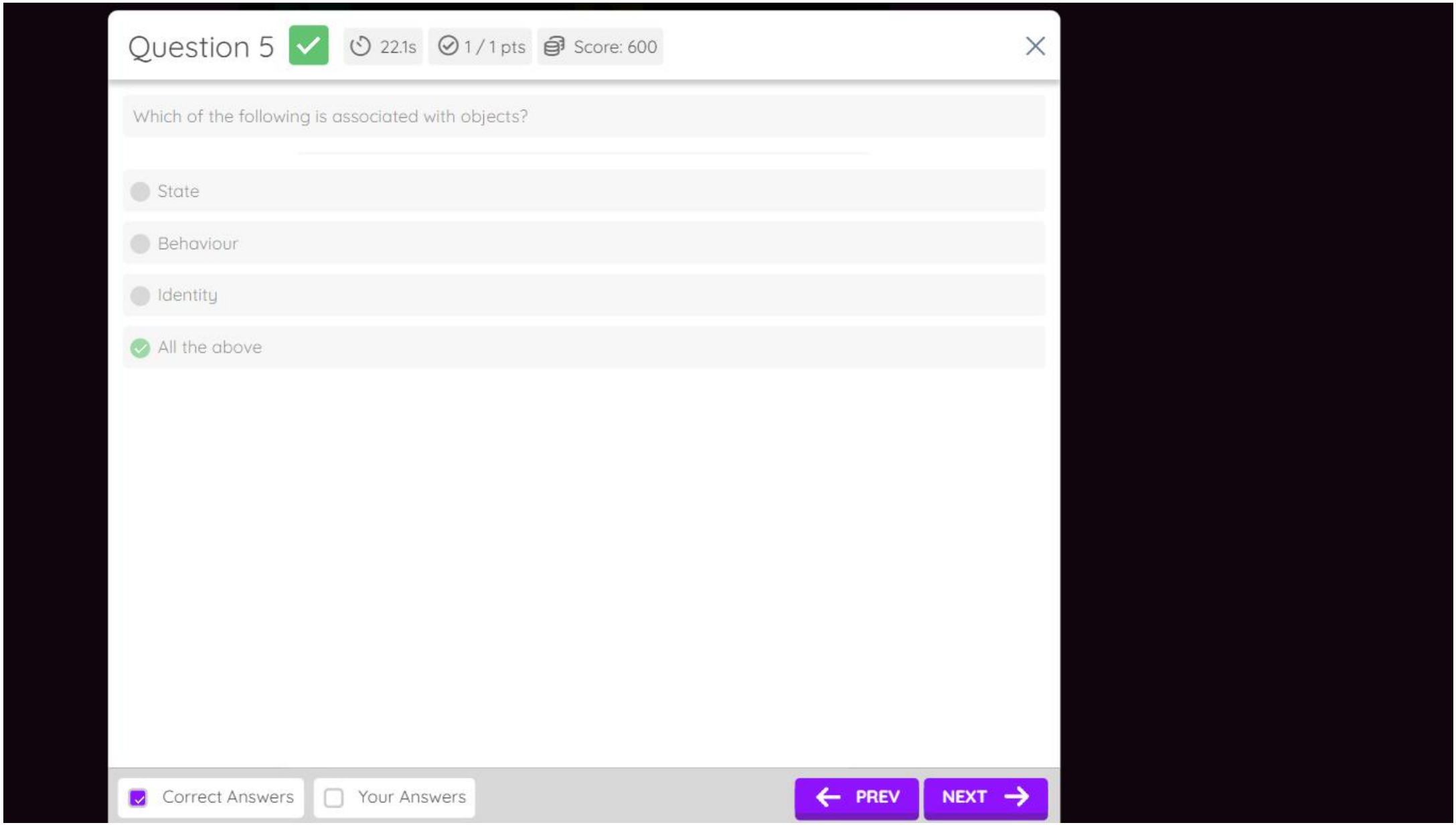
Question 3 ✓ 5.4s 1 / 1 pts Score: 600

What refers to the Behavior of a class?

- Attributes
- ✓ Methods
- Constructors
- Self

Correct Answers | Your Answers

PREV NEXT


Question 5
22.1s
1 / 1 pts
Score: 600
Which of the following is associated with objects?
State
Behaviour
Identity
All the above
Correct Answers
Your Answers
PREV
NEXT

Question 6 ✓ 4.3s 1 / 1 pts Score: 700 ×

Making of a class

- class NAME:
- ✓ class NAME():
- class (NAME):
- class: Name()

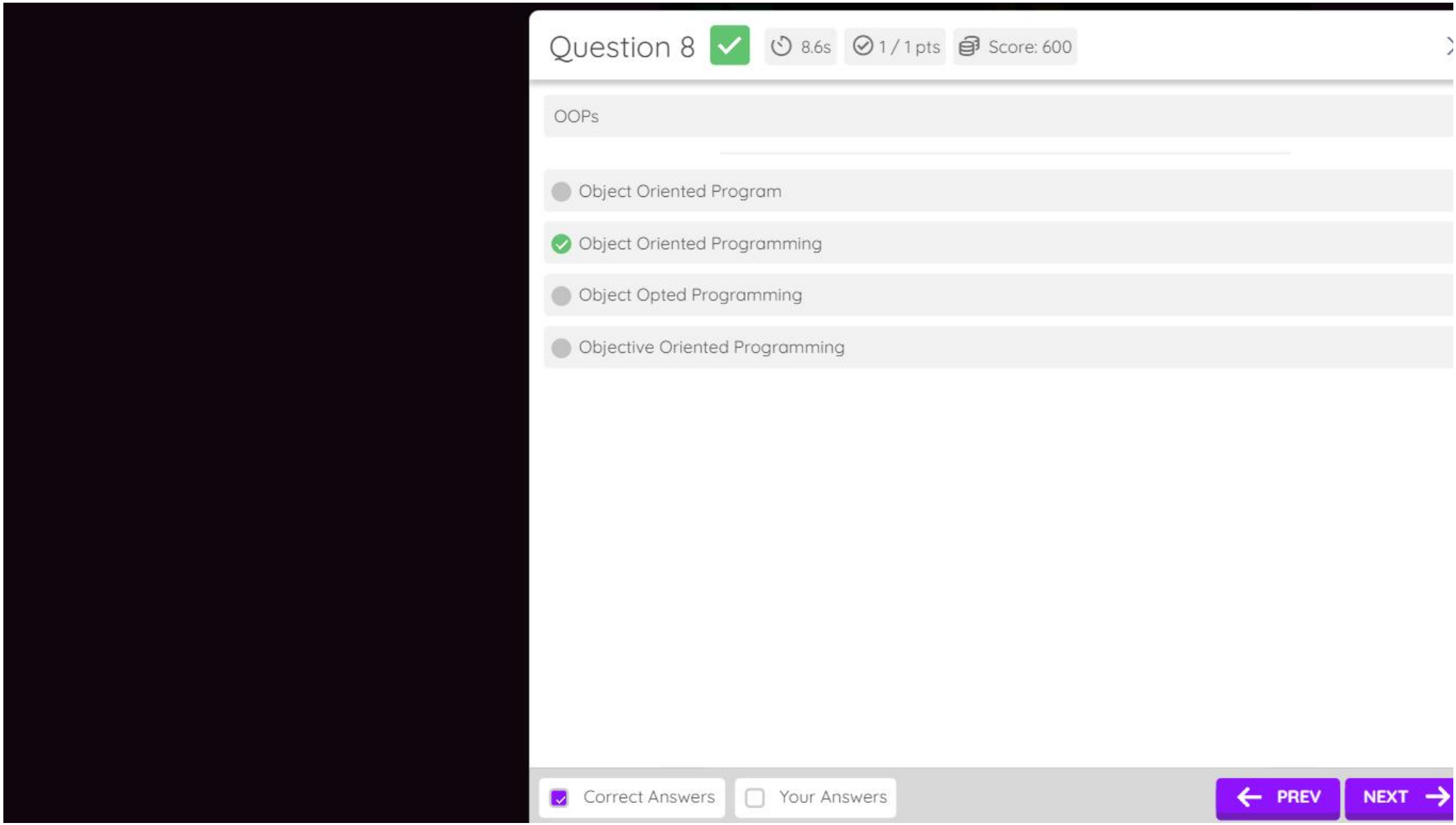
☑ Correct Answers ☐ Your Answers ← PREV NEXT →

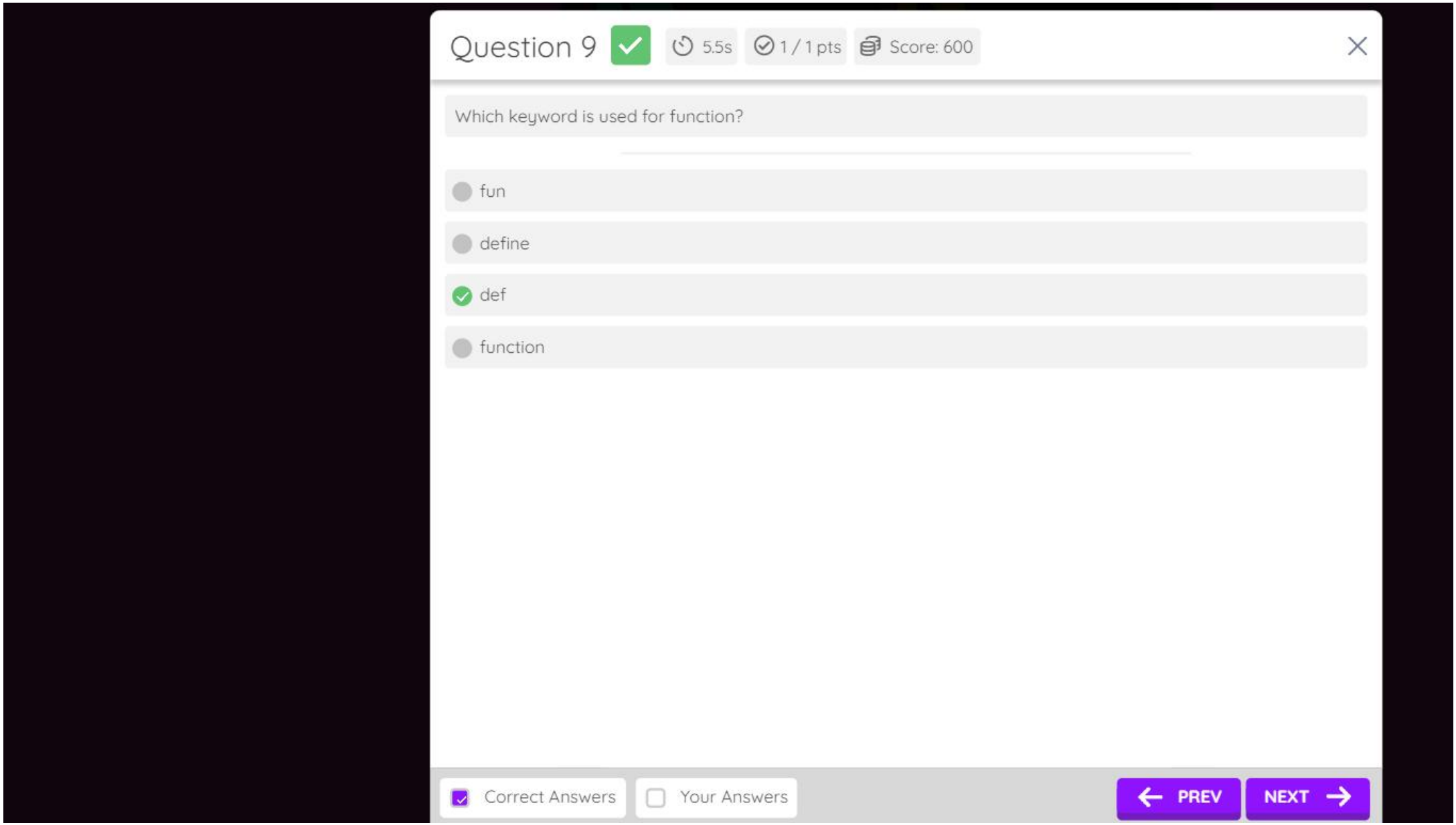
Question 7 ✓ 9.4s 1 / 1 pts Score: 600

Pure OOP can be implemented without using class in a program. (True or False)

- True
- ✓ False

Correct Answers | Your Answers | PREV


Question 8
8.6s
1 / 1 pts
Score: 600
OOPs
Object Oriented Program
Object Oriented Programming
Object Opted Programming
Objective Oriented Programming
Correct Answers
Your Answers
PREV
NEXT


Question 9
5.5s
1 / 1 pts
Score: 600
Which keyword is used for function?
fun
define
def
function
Correct Answers
Your Answers
PREV
NEXT

Question 11 ✓ 14.8s 1 / 1 pts Score: 600

_____ represents an entity in the real world with its identity and behaviour.

- A function
- ✓ An instance
- A category
- A symbol

Correct Answers | Your Answers

PREV NEXT

Question 13 ✓ 27.5s 1 / 1 pts Score: 600 ×

Which of the following is the use of function in python?

- ✓ Functions are reusable pieces of programs
- Functions don't provide better modularity for your application
- you can't also create your own functions
- All of the mentioned

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 16 ✓ 3.7s 1 / 1 pts Score: 600 ×

How many except statements can a try-except block have?

- zero
- one
- more than one
- more than zero ✓

Correct Answers | Your Answers | ← PREV | NEXT →

Question 18 ✓ 8.2s 1 / 1 pts Score: 600 ×

What are Objects

- ✓ Instances of a Class
- Calling of a class
- Identity of a class
- Usables of a class

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 19 ✓ 4.7s 1 / 1 pts Score: 600 ×

Which keyword is used for function?

- Fun
- ✓ def
- Def
- fun

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 21

69.1s | 1 / 1 pts | Score: 600

What is the output of the following Python code?

```
class A:
def __init__(self):
self._y = 10

class B(A):
def display(self):
print(self._y)

def main():
obj = B()
obj.display()

main()
```

- Error, invalid syntax for object declaration
- Nothing is printed
- ✓ 10
- Error, private class member can't be accessed in a subclass

Correct Answers | Your Answers

PREV | NEXT

Question 22

3.9s | 1 / 1 pts | Score: 600

What type of inheritance is illustrated in the following Python code?

```
class X():
pass
class Y():
pass
class Z(X,Y):
pass
```

- Multi-level inheritance
- Multiple inheritance
- Hierarchical inheritance
- Single-level inheritance

Correct Answers | Your Answers

PREV | NEXT

Question 23 ✓ 2.9s 1 / 1 pts Score: 600

- [x] Old
- [ ] New
- [ ] error
- [ ] Nothing is printed

Correct Answers | Your Answers | ← PREV | NEXT →

Question 24

54.6s | 1 / 1 pts | Score: 600

If the user enters "thirty" in the code below what does the program do?

```
try:
n = int(input("How old are you? "))
percent = round(n*100/80, 1)
print("You've gone through", percent, "% of your life!")
except ValueError:
print("Oops, must enter a number.")
except ZeroDivisionError:
print("Division by zero.")
except:
print("Something went very wrong.")
```

- [x] prints "You've gone through 37.5 % of your life!"
- [ ] prints "Division by zero."

Correct Answers | Your Answers

PREV | NEXT

Question 24

54.6s | 1 / 1 pts | Score: 600

If the user enters "thirty" in the code below what does the program do?

```
try:
n = int(input("How old are you? "))
percent = round(n*100/80, 1)
print("You've gone through", percent, "% of your life!")
except ValueError:
print("Oops, must enter a number.")
except ZeroDivisionError:
print("Division by zero.")
except:
print("Something went very wrong.")
```

- [x] prints "You've gone through 37.5 % of your life!"
- [ ] prints "Division by zero."

Correct Answers | Your Answers

PREV | NEXT

Question 25 ✓ 20.6s 1 / 1 pts Score: 600

Can one block of except statements handle multiple exception?

- yes
- no
- ✓ yes, like except TypeError, SyntaxError [,...].
- yes, like except [TypeError, SyntaxError].

Correct Answers | Your Answers | ← PREV | NEXT →

Question 26 ✓ 8.5s 1 / 1 pts Score: 600

What are classes?

- ✓ Blueprints/
  Prototypes that defines methods and attributes
- A thing which creates objects
- A set of attributes and methods
- A Blueprint of methods

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 28 ✓ 19.7s 1 / 1 pts Score: 600 ×

Which of the following best defines a class?

- Parent of an object
- Instance of an object
- ✓ Blueprint of an object
- Scope of an object

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 28 ✓ 19.7s 1 / 1 pts Score: 600

Which of the following best defines a class?

- Parent of an object
- Instance of an object
- ✓ Blueprint of an object
- Scope of an object

☑ Correct Answers ☐ Your Answers

← PREV NEXT →

Question 29

8.8s | 1 / 1 pts | Score: 600

What will be the output of the following Python code?

```
class A:
def __init__(self):
self._x = 7

class B(A):
def display(self):
print(self._x)

def main():
obj = B()
obj.display()

main()
```

- Error, invalid syntax for object declaration
- Nothing is printed
- ✓ 7
- Error, private class member can't be accessed in a subclass

Correct Answers | Your Answers

PREV | NEXT

Question 30 ✓ 8.9s 1 / 1 pts Score: 600

```
people = ["Alice", "Eve", "Mallory"]
print (people[2])
```

what would this result be?

- Alice
- Eve
- ✓ Mallory
- Error

Correct Answers | Your Answers

← PREV NEXT →

Question 31 ✓ 8.7s 1 / 1 pts Score: 800 ×

Which of the following is false about protected class members?

- They begin with one underscore
- They can be accessed by subclasses
- ✓ They can be accessed by name mangling method
- They can be accessed within a class

Correct Answers | Your Answers | ← PREV | NEXT →

Question 32

8.7s | 1 / 1 pts | Score: 600

Exceptions

```
try:
n = int(input("How old are you? "))
percent = round(n*100/80, 1)
print("You've gone through", percent, "% of your life!")
except ValueError:
print("Oops, must enter a number.")
except ZeroDivisionError:
print("Division by zero.")
except:
print("Something went very wrong.")
```

If the user enters "1" in the code above what does the program do?

- prints "You've gone through 1.3 % of your life!"
- prints "Something went very wrong."

Correct Answers | Your Answers

PREV | NEXT

Question 33 ✓ 18.9s 1 / 1 pts Score: 600 ×

What is the difference between a class and an object?

- ✓ A class is a blueprint to create an object
- An object is a blueprint to create a class
- A blueprint is an object to create a class
- Blueprint class is an object to create

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 33 ✓ 18.9s 1 / 1 pts Score: 600

What is the difference between a class and an object?

- ✓ A class is a blueprint to create an object
- An object is a blueprint to create a class
- A blueprint is an object to create a class
- Blueprint class is an object to create

Correct Answers Your Answers PREV NEXT

Question 34 ✓ 7s 1 / 1 pts Score: 600

These have *identity*, *state*, and *behavior*.

- class
- ✓ object
- method
- void

Correct Answers | Your Answers

PREV NEXT

Question 35

17.6s | 1 / 1 pts | Score: 600

As a Vehicle user, we know how to use it but its internal working are not known. In OOPs Concept, this principle is known as

- Encapsulation
- Inheritance
- Abstraction
- Polymorphism

Correct Answers | Your Answers

PREV | NEXT

Question 36

97.6s | 1 / 1 pts | Score: 700

- Error because class B inherits A but variable x isn't inherited
- 0 0
- 0 1
- Error, the syntax of the invoking method is wrong

Correct Answers | Your Answers

PREV | NEXT

Question 37 ✓ 27s 1 / 1 pts Score: 700 ×

Advantages of OOPs

- ✓ Code Reusability
- Modular Programming
- ✓ Easy Maintenance
- ✓ Security

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 38 ✓ 40.2s 1 / 1 pts Score: 700 ×

_____ represents an entity in the real world with its identity and behaviour.

- A method
- ✓ An object
- A class
- An operator

Correct Answers | Your Answers | ← PREV | NEXT →

Question 39 ✓ 18.9s 1 / 1 pts Score: 800 ×

When is the finally block executed?

- when there is no exception
- when there is an exception
- only if some condition that has been specified is satisfied
- ✓ always

Correct Answers | Your Answers | ← PREV | NEXT →

Question 40

53.3s | 1 / 1 pts | Score: 800

What will be the output of the following Python code?

```
def say(message, times = 1):
print(message * times)

say('Hello')
say('World', 5)
```

- [x] Hello
  WorldWorldWorldWorldWorld
- [ ] Hello
  World 5
- [ ] Hello
  World,World,World,World,World
- [ ] Hello
  HelloHelloHelloHelloHello

Correct Answers | Your Answers | PREV | NEXT

Question 41

6.2s | 1 / 1 pts | Score: 900

As a Vehicle user, we know how to use it but its internal working are not known. In OOPs Concept, this principle is known as

- Encapsulation
- Inheritance
- Abstraction
- Polymorphism

Correct Answers | Your Answers

PREV | NEXT

Question 42 ✓ 5s 1 / 1 pts Score: 600

What will be the output of the following Python code?

```
class A:
def test1(self):
print(" test of A called ")

class B(A):
def test(self):
print(" test of B called ")

class C(A):
def test(self):
print(" test of C called ")

class D(B,C):
def test2(self):
print(" test of D called ")

obj=D()
obj.test()
```

- test of B called
  test of C called
- test of C called
  test of B called
- ✓ test of B called

Correct Answers | Your Answers

PREV NEXT

Question 43 ✓ 6.4s 1 / 1 pts Score: 600

What will be the output of the following Python code?

```
class A:
def test1(self):
print(" test of A called ")

class B(A):
def test(self):
print(" test of B called ")

class C(A):
def test(self):
print(" test of C called ")

class D(B,C):
def test2(self):
print(" test of D called ")

obj=D()
obj.test()
```

- test of B called
  test of C called
- test of C called
  test of B called
- ✓ test of B called

Correct Answers | Your Answers | ← PREV | NEXT →

Question 44 ✓ 10s 1 / 1 pts Score: 600 ×

what is self?

- ✓ Self represents the instance of the class in the class
- Binds the Attr and methods
- A default thing in classes with no use
- None of the Above

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 45 ✓ 5.8s 1 / 1 pts Score: 600

Which Feature of OOP illustrated the code reusability?

- Polymorphism
- Abstraction
- Encapsulation
- ✓ Inheritance

Correct Answers | Your Answers | ← PREV | NEXT →

Question 45 ✓ 5.8s 1 / 1 pts Score: 600 ×

Which Feature of OOP illustrated the code reusability?

- Polymorphism
- Abstraction
- Encapsulation
- ✓ Inheritance

Correct Answers | Your Answers | ← PREV | NEXT →

Question 46

4.9s | 1 / 1 pts | Score: 600

```
people = ["Alice", "Eve", "Mallory"]
print (people[2])
```

what would this result be?

- Alice
- Eve
- Mallory ✓
- Error

Correct Answers | Your Answers

PREV | NEXT

Question 48

40.8s | 1 / 1 pts | Score: 600

- 12
- 52
- 13 ✓
- 60

Correct Answers | Your Answers

PREV | NEXT

Question 49 ✓ 8.3s 1 / 1 pts Score: 600 ×

How to call a method?

- Obj.method
- ✓ Obj.method()
- Method(object)
- Method.object

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 51 ✓ 12.9s 1 / 1 pts Score: 600

What is the purpose of the 'finally' block in Python exception handling?

- To handle the exception if it occurs
- ✓ To execute code regardless of whether an exception is thrown or not
- To raise a custom exception
- To specify the type of exception to catch

Correct Answers Your Answers

PREV NEXT

Question 52 ✓ 8.4s 1 / 1 pts Score: 600 ×

What do Objects represent?

- Uniqueness
- ✓ Identity
- Instance
- Class

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 53 ✓ 9.9s 1 / 1 pts Score: 600 ×

What type of inheritance is illustrated in the following Python code?

```
class X():
pass
class Y():
pass
class Z(X,Y):
pass
```

- Multi-level inheritance
- ✓ Multiple inheritance
- Hierarchical inheritance
- Single-level inheritance

Correct Answers | Your Answers | ← PREV | NEXT →

Question 54 ✓ 22.1s 1 / 1 pts Score: 700 ×

- test of B called
  test of C called
- test of C called
  test of B called
- ✓ test of B called
- test of B called

Correct Answers | Your Answers | ← PREV | NEXT →

Question 56 ✓ 30.8s 1 / 1 pts Score: 600 ×

What are Attributes

- Functions of a class
- ✓ Variables of a class
- Instance of a class
- Variables of a code

Correct Answers | Your Answers | ← PREV | NEXT →

Question 57 ✓ 8.2s 1 / 1 pts Score: 600

If you want to check for multiple conditions in your code, what do you use (after if)?

- ✓ elif
- else
- ifif

☑ Correct Answers ☐ Your Answers

← PREV NEXT →

Question 58 ✓ 4.1s 1 / 1 pts Score: 600 ×

What refers to the behavior of the class

- Attribute
- Class
- Object
- ✓ Method

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 59

10.8s | 1 / 1 pts | Score: 600

What will be the output of the following Python code?

```
>>> lamb = lambda x: x ** 3
>>> print(lamb(7))
```

- 21
- 343
- 49
- Error

Correct Answers | Your Answers

PREV | NEXT

Question 60 ✓ 9.1s 1 / 1 pts Score: 600

Python identifies blocks of code by

- BEGIN and END keywords
- { and }
- ✓ aligning up the starts of lines (indentation)
- guessing

Correct Answers Your Answers

PREV NEXT

Question 61

40.7s | 1 / 1 pts | Score: 600

What will be the output of the following Python code?

```
def func(a, b=5, c=10):
print('a is', a, 'and b is', b, 'and c is', c)

func(3, 7)
func(25, c = 24)
func(c = 50, a = 100)
```

- a is 7 and b is 3 and c is 10
  a is 25 and b is 5 and c is 24
  a is 5 and b is 100 and c is 50
- a is 3 and b is 7 and c is 10
  a is 5 and b is 25 and c is 24
  a is 50 and b is 100 and c is 5
- ✓ a is 3 and b is 7 and c is 10
  a is 25 and b is 5 and c is 24
  a is 100 and b is 5 and c is 50
- Error

Correct Answers | Your Answers

PREV | NEXT

Question 63 ✓ 25.1s 1 / 1 pts Score: 600 ×

What create objects?

- [x] Classes
- [ ] Functions
- [ ] Methods
- [ ] Modules

Correct Answers | Your Answers | ← PREV | NEXT →

Question 64 ✓ 108.7s 1 / 1 pts Score: 600 ×

Which of the following blocks will be executed whether an exception is thrown or not?

- except
- ✓ finally
- else
- raise

Correct Answers | Your Answers | ← PREV | NEXT →

Question 65 ✓ 7.7s 1 / 1 pts Score: 600 ×

Choose the attributes of Class: time

- ✓ Hours
- ✓ second
- get Hour
- Print Time

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 66 ✓ 4.9s 1 / 1 pts Score: 600 ×

What does __init__ do?

- Constructs the instance
- ✓ Initialize the instance values
- Calls the Super class
- Creates a circle

Correct Answers | Your Answers | ← PREV | NEXT →

Question 67 ✓ 44.5s 1 / 1 pts Score: 700 ×

What is the purpose of the 'self' keyword in Python classes?

- ✓ To refer to the current instance of the class
- To create a new instance of the class
- To access class-level variables
- To define a private method

☑ Correct Answers ☐ Your Answers

← PREV NEXT →

Question 69

5.6s | 1 / 1 pts | Score: 600

What will be the output of the following Python code?

```
class A:
def __init__(self):
self._x = 7

class B(A):
def display(self):
print(self._x)

def main():
obj = B()
obj.display()

main()
```

- Error, invalid syntax for object declaration
- Nothing is printed
- 7
- Error, private class member can't be accessed in a subclass

Correct Answers | Your Answers

PREV | NEXT

Question 70 ✓ 8.2s 1 / 1 pts Score: 600 ×

What is the difference between a class and an object?

- ✓ A class is a blueprint to create an object
- An object is a blueprint to create a class
- A blueprint is an object to create a class
- Blueprint class is an object to create

☑ Correct Answers ☐ Your Answers ← PREV NEXT →

Question 71 ✓ 5.3s 1 / 1 pts Score: 600 ×

These have *identity*, *state*, and *behavior*.

- class
- ✓ object
- method
- void

Correct Answers | Your Answers | ← PREV | NEXT →

Question 72 ✓ 3.7s 1 / 1 pts Score: 600 ×

What is the output of the following code, if the time module has already been imported?

```
4 + '3'
```

- NameError
- IndexError
- ValueError
- ✓ TypeError

Correct Answers | Your Answers | ← PREV | NEXT →

Question 73

33s | 1 / 1 pts | Score: 700

What will be the output of the following Python code?

```
a=15
b=25

def change():
global b
a=60
b=70

change()
print(a)
print(b)
```

- [x] 15
  70
- [ ] 60
  70
- [ ] 15
  25
- [ ] Error

Correct Answers | Your Answers

PREV | NEXT