**Quiz Result for "Python & OOP Quiz" is here -**

**Total Question - 20**

**Total Attempts - 20**

**Total Correct - 19**

**Total Incorrect - 1**

**Duration - 20Minutes**

**Passing Percentage - 70%**

**Your Percentage - 95.0%**

* **Q1. Which of the following data types is immutable in Python?**
  + 1) List
  + 2) Dictionary
  + 3) Tuple
  + 4) Set
  + Your Answer: 3 ) ✔  
    TupleCorrect Answer: 3)  
    Tuple
* **Q2. What will be the output of the following code?**
  + 1) "1010"
  + 2) 20
  + 3) TypeError
  + 4) 10
  + Your Answer: 2 ) ✔  
    20Correct Answer: 2)  
    20
* **Q3. Which operator is used for exponentiation in Python?**
  + 1) ^
  + 2) \*\*
  + 3) //
  + 4) %
  + Your Answer: 2 ) ✔  
    \*\*Correct Answer: 2)  
    \*\*
* **Q4. What will be the output of the following code?**
  + 1)

[1, 2, 3]

* + 2)

[1, 2, 3, 4]

* + 3)

[4, 1, 2, 3]

* + 4)

[1, 2, 3, 4, 4]

* + Your Answer: 2 ) ✔

[1, 2, 3, 4]

Correct Answer: 2)

[1, 2, 3, 4]

* **Q5. What will the following expression return?**
  + 1) True
  + 2) False
  + 3) None
  + 4) Error
  + Your Answer: 2 ) ✔  
    FalseCorrect Answer: 2)  
    False
* **Q6. Which function is used to get user input in Python 3?**
  + 1)

get\_input()

* + 2)

readline()

* + 3)

input()

* + 4)

scan()

* + Your Answer: 3 ) ✔

input()

Correct Answer: 3)

input()

* **Q7. What does this code print?**
  + 1)

<class 'int'>

* + 2)

<class 'float'>

* + 3)

<class 'double'>

* + 4)

<class 'number'>

* + Your Answer: 2 ) ✔

<class 'float'>

Correct Answer: 2)

<class 'float'>

* **Q8. Which of the following statements is used to handle exceptions in Python?**
  + 1) catch
  + 2) try-except
  + 3) handle
  + 4) error-trap
  + Your Answer: 2 ) ✔  
    try-exceptCorrect Answer: 2)  
    try-except
* **Q9. How do you correctly define a function in Python?**
  + 1)
  + def my\_function():

print("Hello!")

* + 2)
  + function my\_function():

print("Hello!")

* + 3)
  + define my\_function():

print("Hello!")

* + 4)
  + func my\_function():

print("Hello!")

* + Your Answer: 1 ) ✔
  + def my\_function():

print("Hello!")

Correct Answer: 1)

def my\_function():

print("Hello!")

* **Q10. What does the range(5) function return?**
  + 1) [0, 1, 2, 3, 4]
  + 2) [1, 2, 3, 4, 5]
  + 3) (0, 1, 2, 3, 4)
  + 4) An iterator
  + Your Answer: 1 ) ✔  
    [0, 1, 2, 3, 4]Correct Answer: 1)  
    [0, 1, 2, 3, 4]
* **Q11. What will the following code output?**
  + 1) "tho"
  + 2) "yth"
  + 3) "hon"
  + 4) "Pyt"
  + Your Answer: 1 ) ❌  
    "tho"Correct Answer: 2)  
    "yth"
* **Q12. What keyword is used to define a class in Python?**
  + 1) define
  + 2) class
  + 3) struct
  + 4) object
  + Your Answer: 2 ) ✔  
    classCorrect Answer: 2)  
    class
* **Q13. How can you remove an item from a list?**
  + 1) remove()
  + 2) delete()
  + 3) pop()
  + 4) Both A and C
  + Your Answer: 4 ) ✔  
    Both A and CCorrect Answer: 4)  
    Both A and C
* **Q14. What will be the output of this loop?**
  + 1) 0 1 2
  + 2) 1 2 3
  + 3) 0 1 2 3
  + 4) 1 2
  + Your Answer: 1 ) ✔  
    0 1 2Correct Answer: 1)  
    0 1 2
* **Q15. Which of these is not a valid way to declare a dictionary?**
  + 1)

my\_dict = {}

* + 2)

my\_dict = dict()

* + 3)

my\_dict = []

* + 4)

my\_dict = {"key": "value"}

* + Your Answer: 3 ) ✔

my\_dict = []

Correct Answer: 3)

my\_dict = []

* **Q16. What is the primary purpose of a class in Python?**
  + 1) To store data
  + 2) To define functions
  + 3) To provide a blueprint for creating objects
  + 4) To execute code
  + Your Answer: 3 ) ✔  
    To provide a blueprint for creating objectsCorrect Answer: 3)  
    To provide a blueprint for creating objects
* **Q17. What is a class attribute in Python?**
  + 1) An attribute that is only accessible within the class
  + 2) An attribute shared by all instances of a class
  + 3) An attribute that can be modified after object creation
  + 4) An attribute defined inside a method
  + Your Answer: 2 ) ✔  
    An attribute shared by all instances of a classCorrect Answer: 2)  
    An attribute shared by all instances of a class
* **Q18. Here is a class <code>Animal</code> with a method <code>make\_sound</code>. The subclass <code>Dog</code> inherits from <code>Animal</code>. Choose the best option to override the <code>make\_sound</code> method to print "Woof!"**
  + 1)
  + def bark(self):

print("Bark!")

* + 2)
  + def sound(self):

print("Woof!")

* + 3)
  + def make\_sound(self):

print("Meow!")

* + 4)
  + def make\_sound(self):

print("Woof!")

* + Your Answer: 4 ) ✔
  + def make\_sound(self):

print("Woof!")

Correct Answer: 4)

def make\_sound(self):

print("Woof!")

* **Q19. How do you access the attribute <code>released\_date</code> of an instance pokemon of class <code>Game</code> in Python?**
  + 1)

pokemon.released\_date

* + 2)

MyClass.released\_date

* + 3)

pokemon.get("released\_date")

* + 4)

MyClass.get\_attribute(pokemon)

* + Your Answer: 1 ) ✔

pokemon.released\_date

Correct Answer: 1)

pokemon.released\_date

* **Q20. How would you set a new balance of 100 to an instance acc of <code>BankAccount</code>?**
  + 1)

acc.\_\_balance = 100

* + 2)

acc.balance = 100

* + 3)

acc.set\_balance(100)

* + 4)

BankAccount.set\_balance(acc, 100)

* + Your Answer: 2 ) ✔

acc.balance = 100

Correct Answer: 2)

acc.balance = 100