**Section 1.2 What is a Computer?**

1.1 \_\_\_\_\_\_\_\_ is the physical aspect of the computer that can be seen.

A. Hardware

B. Software

C. Operating system

D. Application program

Answer parsing: A

1.2 \_\_\_\_\_\_\_\_\_\_ is the brain of a computer.

A. Hardware

B. CPU

C. Memory

D. Disk

Answer parsing: B

1.3 The speed of the CPU may be measured in \_\_\_\_\_\_\_\_\_\_.

A. megabytes

B. gigabytes

C. megahertz

D. gigahertz

Answer parsing: CD

1.4 Why do computers use zeros and ones?

A. because combinations of zeros and ones can represent any numbers and characters.

B. because digital devices have two stable states and it is natural to use one state for 0 and the other for 1.

C. because binary numbers are simplest.

D. because binary numbers are the bases upon which all other number systems are built.

Answer parsing: B

1.5 One byte has \_\_\_\_\_\_\_\_ bits.

A. 4

B. 8

C. 12

D. 16

Answer parsing: B

1.6 One gigabyte is approximately \_\_\_\_\_\_\_\_ bytes.

A. 1 million

B. 10 million

C. 1 billion

D. 1 trillion

Answer parsing: C

1.7 A computer is \_\_\_\_\_\_\_ is volatile; that is, any information stored in it is lost when the system?s power is turned off.

A. floppy disk

B. hard disk

C. flash stick

D. CD-ROM

E. memory

Answer parsing: E

1.8 Which of the following are storage devices?

A. floppy disk

B. hard disk

C. flash stick

D. CD-ROM

Answer parsing: ABCD

1.9 \_\_\_\_\_\_\_\_\_\_\_\_ is a device to connect a computer to a local area network (LAN).

A. Regular modem

B. DSL

C. Cable modem

D. NIC

Answer parsing: D

**Section 1.3 Programs**

1.10 \_\_\_\_\_\_\_\_\_\_\_\_ are instructions to the computer.

A. Hardware

B. Software

C. Programs

D. Keyboards

Answer parsing: BC

1.11 Computer can execute the code in \_\_\_\_\_\_\_\_\_\_\_\_.

A. machine language

B. assembly language

C. high-level language

D. none of the above

Answer parsing: A

1.12 \_\_\_\_\_\_\_\_\_\_\_ translates high-level language program into machine language program.

A. An assembler

B. A compiler

C. CPU

D. The operating system

Answer parsing: B

**Section 1.4 Operating Systems**

1.13 \_\_\_\_\_\_\_\_\_\_\_\_ is an operating system.

A. Java

B. C++

C. Windows XP

D. Visual Basic

E. Python

Answer parsing: C

1.14 \_\_\_\_\_\_\_\_\_\_\_\_\_ is a program that runs on a computer to manage and control a computer's activities.

A. Operating system

B. Python

C. Modem

D. Interpreter

E. Compiler

Answer parsing: A

**Section 1.5 History of Python**

1.15 Python was created by \_\_\_\_\_\_\_\_\_\_\_\_.

A. James Gosling

B. Bill Gates

C. Steve Jobs

D. Guido van Rossum

E. Google

Answer parsing: D

1.16 Which of the following statements is true?

A. Python 3 is a newer version, but it is backward compatible with Python 2.

B. Python 3 is a newer version, but it is not backward compatible with Python 2.

C. A Python 2 program can always run on a Python 3 interpreter.

D. A Python 3 program can always run on a Python 2 interpreter.

Answer parsing: B

1.17 \_\_\_\_\_\_\_\_ is an object-oriented programming language.

A. Java

B. C++

C. C

D. C#

E. Python

Answer parsing: ABDE

1.18 \_\_\_\_\_\_\_\_ is interpreted.

A. Python

B. C++

C. C

D. Ada

E. Pascal

Answer parsing: A

**Section 1.6 Getting Started with Python**

1.19 To start Python from the command prompt, use the command \_\_\_\_\_\_\_\_.

A. execute python

B. run python

C. python

D. go python

Answer parsing:C

1.20 To run python script file named t.py, use the command \_\_\_\_\_\_\_\_.

A. execute python t.py

B. run python t.py

C. python t.py

D. go python t.py

Answer parsing: C

1.21 Python syntax is case-sensitive.

A. True

B. False

Answer parsing: A

1.22 Which of the following code is correct?

A.

print("Programming is fun")

print("Python is fun")

B.

print("Programming is fun")

print("Python is fun")

C.

print("Programming is fun)

print("Python is fun")

D.

print("Programming is fun)

print("Python is fun")

A. A

B. B

C. C

D. D

Answer parsing: B

**Section 1.7 Programming Style and Documentation**

1.23 A Python line comment begins with \_\_\_\_\_\_\_\_.

A. //

B. /\*

C. #

D. $$

Answer parsing: C

1.24 A Python paragraph comment uses the style \_\_\_\_\_\_\_\_.

A. // comments //

B. /\* comments \*/

C. ''' comments '''

D. /# comments #/

Answer parsing: C

**Section 1.8 Programming Errors**

1.25 A \_\_\_\_\_\_\_\_\_\_\_ error does not cause the program to abort, but produces incorrect results.

A. syntax

B. runtime

C. logic

Answer parsing: C

1.26 In Python, a syntax error is detected by the \_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_.

A. compiler/at compile time

B. interpreter/at runtime

C. compiler/at runtime

D. interpreter/at compile time

Answer parsing: B

1.27 Which of the following code is correct?

I:

print("Programming is fun")

print("Python")

print("Computer Science")

II:

print("Programming is fun")

print("Python")

print("Computer Science")

III:

print("Programming is fun")

print("Python")

print("Computer Science")

IV:

print("Programming is fun")

print("Python")

print("Computer Science")

A. I

B. II

C. III

D. IV

Answer parsing: D

**Section 1.9 Getting Started with Graphics Programming**

1.28 To show the current location and direction of the turtle object, use \_\_\_\_\_\_\_\_\_\_\_.

A. turtle.show()

B. turtle.showLocation()

C. turtle.showDirection()

D. turtle.showturtle()

E. turtle.showTurtle()

Answer parsing: D

1.29 To move the turtle to a point at (4, 5), use \_\_\_\_\_\_\_\_\_\_\_.

A. turtle.move(4, 5)

B. turtle.moveTo(4, 5)

C. turtle.moveto(4, 5)

D. turtle.go(4, 5)

E. turtle.goto(4, 5)

Answer parsing: E

1.30 To draw a circle with radius 50, use \_\_\_\_\_\_\_\_\_\_\_.

A. turtle.circle(50)

B. turtle.circle(100)

C. turtle.drawcircle(50)

D. turtle.drawCircle(50)

Answer parsing: A

1.31 To lift the pen, use \_\_\_\_\_\_\_\_\_\_\_.

A. turtle.penUp()

B. turtle.penup()

C. turtle.lift()

D. turtle.up()

Answer parsing:B

1.32 To put the pen down, use \_\_\_\_\_\_\_\_\_\_\_.

A. turtle.penDown()

B. turtle.pendown()

C. turtle.putDown()

D. turtle.down()

Answer parsing: B