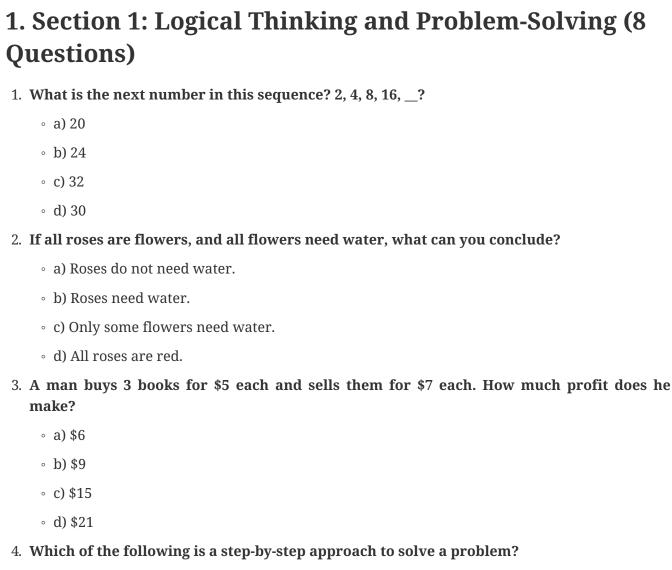
Programming - Evaluation

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Here are 20 questions designed to evaluate a person's readiness to learn programming, focusing on problem-solving, logical thinking, attention to detail, and persistence:



。a) Guesswork

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• b) Algorithm

。 c) Random search

• d) Estimation

5. You are given 3 tasks to do in a specific order. Task A comes before Task B. Task B comes before Task C. Which task should you complete first?

o a) Task A

	∘ b) Task B
	。 c) Task C
	。 d) Any order
6.	What is the smallest positive integer that is divisible by both 2 and 3?
	。a) 4
	。b) 5
	。 c) 6
	。d) 9
7.	If it takes 2 minutes to boil an egg, how long will it take to boil 3 eggs?
	。 a) 2 minutes
	∘ b) 3 minutes
	。 c) 4 minutes
	od) 6 minutes
8.	Which of these is a logical statement?
	• a) "The sun rises in the west."
	∘ b) "The sky is green."
	o c) "2 + 2 = 4."
	。 d) "Water is solid at room temperature."
2.	. Section 2: Attention to Detail (6 Questions)
1.	If you follow these instructions: "Turn left, then take two steps forward, and then turn right," which direction are you facing if you start by facing north?
	。 a) East
	• b) West
	。 c) North
	。 d) South
2.	In the word "DEVELOPMENT," which letter is in the 5th position?
	。a) E
	。b) L
	。 c) V
	。 d) O
3.	Identify the error in this sentence: "Thre is an error in this sentnce."
	。 a) There is no error.
	• b) Error in spelling of "Thre".
	。 c) Error in spelling of "sentnce".

- d) Both b and c.
- 4. Which of the following is the correct spelling?
 - a) Accomodation
 - b) Accommodation
 - c) Acommodation
 - d) Accommdation
- 5. A recipe says to add 2 tablespoons of sugar. How much sugar would you add if you need to make half the recipe?
 - a) 2 tablespoons
 - b) 1 tablespoon
 - c) 3 tablespoons
 - d) 0.5 tablespoon
- 6. If you misplace a semicolon in a sentence, what impact would it have?
 - a) None
 - b) Slight change in meaning
 - c) Major change in meaning
 - d) The sentence becomes grammatically incorrect.

3. Section 3: Patience and Persistence (4 Questions)

- 1. How do you approach solving a puzzle you find difficult?
 - a) Give up quickly.
 - b) Try different strategies until you find a solution.
 - c) Ask someone else to do it.
 - d) Skip it and move on.
- 2. If your initial attempt at solving a problem fails, what do you do next?
 - a) Try a different method.
 - b) Stop trying.
 - c) Blame external factors.
 - d) Guess the answer randomly.
- 3. How do you handle a task that involves repeating the same step multiple times?
 - a) Get frustrated and quit.
 - $_{\circ}\,$ b) Complete the task step by step with patience.
 - $\circ\,$ c) Rush through it without checking for accuracy.
 - d) Avoid the task altogether.
- 4. When faced with a complicated problem, do you:

- a) Try to solve it in one go.
- b) Break it down into smaller parts.
- 。 c) Avoid thinking too much.
- d) Ignore the problem.

4. Section 4: Curiosity and Willingness to Learn (2 Questions)

- 1. How often do you seek out new knowledge or skills?
 - a) Frequently.
 - b) Sometimes.
 - c) Rarely.
 - d) Never.
- 2. What would you do if you don't understand a concept while learning?
 - a) Ignore it.
 - b) Ask questions or do additional research.
 - c) Pretend to understand.
 - d) Stop learning.

These questions cover different aspects to assess a person's readiness for programming and understanding of OOP concepts.