一、单选题(共25题，每题2分，共50分)

|  |  |
| --- | --- |
| 1. | Python自带的编程环境是？（ ） |
|  | |  |  | | --- | --- | | A. | PyScripter |  |  |  | | --- | --- | | B. | Spyder |  |  |  | | --- | --- | | C. | Notepad++ |  |  |  | | --- | --- | | D. | IDLE | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 2. | 关于以下代码的说法正确的是？（ ）  t = int(turtle.textinput('边数','几边形：'))  turtle.circle(50, steps=t)  turtle.done() |
|  | |  |  | | --- | --- | | A. | circle是画圆的代码，因此该程序运行后的图案一定是圆 |  |  |  | | --- | --- | | B. | 运行该程序后，需要用户自己输入边数，确定画 “几边形” |  |  |  | | --- | --- | | C. | 变量t没有给出具体的数值，因此该程序运行有错误 |  |  |  | | --- | --- | | D. | 该程序运行后，会画出50个圆 | |
|  |  |
|  | 了解一下steps这个参数 |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 3. | 幂运算运算符为？（ ） |
|  | |  |  | | --- | --- | | A. | \* |  |  |  | | --- | --- | | B. | \*+ |  |  |  | | --- | --- | | C. | \*\* |  |  |  | | --- | --- | | D. | / | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 4. | 这段代码的运行结果是？（ ）  import turtle  g = turtle.Pen()  g.fillcolor("red")  g.begin\_fill()  g.circle(50)  g.pencolor("yellow")  g.fillcolor("green")  g.circle(50, steps=5)  g.end\_fill() |
|  | |  |  | | --- | --- | | A. | IMG_256 |  |  |  | | --- | --- | | B. | IMG_257 |  |  |  | | --- | --- | | C. | IMG_258 |  |  |  | | --- | --- | | D. | IMG_259 | |
|  |  |
|  | 有点难，必须要弄懂每一个函数的功能  但是很有必要弄懂，一级turtle是一个重点 |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 5. | 假设a=20，b=3，那么a or b的结果是？（ ） |
|  | |  |  | | --- | --- | | A. | 20 |  |  |  | | --- | --- | | B. | 0 |  |  |  | | --- | --- | | C. | 1 |  |  |  | | --- | --- | | D. | 3 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 6. | 假设a=2,b=3,那么a-b\*b的值是？（ ） |
|  | |  |  | | --- | --- | | A. | -3 |  |  |  | | --- | --- | | B. | -2 |  |  |  | | --- | --- | | C. | -7 |  |  |  | | --- | --- | | D. | -11 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 7. | 以下选项中不符合 Python变量命名规则的是？（ ） |
|  | |  |  | | --- | --- | | A. | name |  |  |  | | --- | --- | | B. | 2\_to |  |  |  | | --- | --- | | C. | \_Go |  |  |  | | --- | --- | | D. | Tea | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 8. | 创建一个新的Python程序，编写了下面的代码  import turtle  turtle.shape("turtle")  保存这个Python文件并且取了文件名。  以下哪个文件名程序可以正常运行？（ ） |
|  | |  |  | | --- | --- | | A. | frist.py |  |  |  | | --- | --- | | B. | turtle.py |  |  |  | | --- | --- | | C. | import. py3 |  |  |  | | --- | --- | | D. | hao.sb2 | |
|  |  |
|  | 文件名避免与库名相同 |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 9. | a="110"，b="9",c=a+b,print(c)的结果是？（ ） |
|  | |  |  | | --- | --- | | A. | a+b |  |  |  | | --- | --- | | B. | 119 |  |  |  | | --- | --- | | C. | c |  |  |  | | --- | --- | | D. | 1109 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 10. | IDLE环境的退出命令是？（ ） |
|  | |  |  | | --- | --- | | A. | esc() |  |  |  | | --- | --- | | B. | close() |  |  |  | | --- | --- | | C. | 回车键 |  |  |  | | --- | --- | | D. | exit() | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 11. | Python中的整除运算符是用哪个符号表示的？（ ） |
|  | |  |  | | --- | --- | | A. | \ |  |  |  | | --- | --- | | B. | // |  |  |  | | --- | --- | | C. | % |  |  |  | | --- | --- | | D. | \*\* | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 12. | 执行语句x,y=9%5,8//3后，变量x、y的值分别为？（ ） |
|  | |  |  | | --- | --- | | A. | 1.8，2 |  |  |  | | --- | --- | | B. | 1，2.66666 |  |  |  | | --- | --- | | C. | 4，2 |  |  |  | | --- | --- | | D. | 1，2 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 13. | Python注释方式正确的是？（ ） |
|  | |  |  | | --- | --- | | A. | //这是我的第一个程序 |  |  |  | | --- | --- | | B. | #程序的功能是输入Hello World |  |  |  | | --- | --- | | C. | ? 这个程序是用来计算两个数之和的？ |  |  |  | | --- | --- | | D. | \*\*第一个python程序\*\* | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 14. | Python中的==代表的是？（ ） |
|  | |  |  | | --- | --- | | A. | 把左边的值赋值给右边； |  |  |  | | --- | --- | | B. | 把右边的值赋值给左边； |  |  |  | | --- | --- | | C. | 比较左右两边是否相等； |  |  |  | | --- | --- | | D. | 左右两边值进行交换； | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 15. | 下面代码哪部分是设置画布的颜色？（ ）  import turtle  turtle.screensize(①,②,③) |
|  | |  |  | | --- | --- | | A. | ① |  |  |  | | --- | --- | | B. | ② |  |  |  | | --- | --- | | C. | ③ |  |  |  | | --- | --- | | D. | 都不是 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 16. | 下面哪一行代码的输出结果不是Python3.7 ？（ ） |
|  | |  |  | | --- | --- | | A. | print(“Python3.7”) |  |  |  | | --- | --- | | B. | print(“Python”+3.7) |  |  |  | | --- | --- | | C. | print(“Python”+str(3.7)) |  |  |  | | --- | --- | | D. | print(“Python”+“3.7”) | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 17. | 下列程序绘制的是一个什么图形？（ ）  import turtle  turtle.forward(100)  turtle.left(120)  turtle.forward(100)  turtle.left(120)  turtle.forward(100)  turtle.left(120) |
|  | |  |  | | --- | --- | | A. | 等边三角形 |  |  |  | | --- | --- | | B. | 正方形 |  |  |  | | --- | --- | | C. | 矩形 |  |  |  | | --- | --- | | D. | 圆 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 18. | 使用下面中的（ ）函数接收输入的数据。 |
|  | |  |  | | --- | --- | | A. | accept() |  |  |  | | --- | --- | | B. | input() |  |  |  | | --- | --- | | C. | readline() |  |  |  | | --- | --- | | D. | login() | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 19. | turtle.color("red", "yellow")命令中定义的颜色分别为？（ ） |
|  | |  |  | | --- | --- | | A. | 背景为黄色，画笔为红色 |  |  |  | | --- | --- | | B. | 背景为红色，画笔为黄色 |  |  |  | | --- | --- | | C. | 画笔为红色，填充为黄色 |  |  |  | | --- | --- | | D. | 画笔为黄色，填充为红色 | |
|  |  |
|  | 函数的用法，记住就行 |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 20. | print的作用是什么？（ ） |
|  | |  |  | | --- | --- | | A. | 在屏幕上打印出来相应的文本或者数字等 |  |  |  | | --- | --- | | B. | 在打印机里打印相关文本或者数字等 |  |  |  | | --- | --- | | C. | 可以用来画图 |  |  |  | | --- | --- | | D. | 输出一个命令行 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 21. | 下面的哪一个命令不是移动画笔箭头位置的命令？（ ） |
|  | |  |  | | --- | --- | | A. | turtle.forward() |  |  |  | | --- | --- | | B. | turtle.goto() |  |  |  | | --- | --- | | C. | turtle.color() |  |  |  | | --- | --- | | D. | turtle.right () | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 22. | a=2,b=3,那么c=a\*\*b运算的结果是？（ ） |
|  | |  |  | | --- | --- | | A. | 6 |  |  |  | | --- | --- | | B. | 8 |  |  |  | | --- | --- | | C. | 9 |  |  |  | | --- | --- | | D. | 23 | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 23. | 使用Python画笔绘制如下图所示的图案，第4行的代码应如何补充？（ ）  IMG_260 IMG_261 |
|  | |  |  | | --- | --- | | A. | p.right(90) |  |  |  | | --- | --- | | B. | p.left(90) |  |  |  | | --- | --- | | C. | p.right(-90) |  |  |  | | --- | --- | | D. | p.left(-180) | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 24. | 下面的运算符中，按照运算优先级哪一个是最高级？（ ） |
|  | |  |  | | --- | --- | | A. | \*\* |  |  |  | | --- | --- | | B. | \* |  |  |  | | --- | --- | | C. | + |  |  |  | | --- | --- | | D. | < | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 25. | 如图创建一个新的Python文件应该选择哪个选项？（ ）  IMG_262 |
|  | |  |  | | --- | --- | | A. | Open |  |  |  | | --- | --- | | B. | Recent Files |  |  |  | | --- | --- | | C. | New File |  |  |  | | --- | --- | | D. | Print Window | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| 26. | 以下三种表示字符串的方式都是正确的。 ”Hello“ ‘不错‘ “我们一起走吧‘ |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 27. | turtle库是一个直观有趣的图形绘制函数库。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 28. | 在Python中变量需要提前定义，可以不用赋值。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 29. | 使用Turtle时，画布默认坐标左上角为画布中心。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 30. | print('hello,world')和print('hello','world')输出内容一致。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 31. | Python 是交互式语言，这意味着，您可以在一个 Python 提示符 >>> 后直接执行代码。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 32. | print(int(8>7) or int(8<6))的输出结果为1。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 33. | import可以作为变量名。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 34. | 已知y = 5，那么赋值语句y= 'cedf'是无法正常执行的。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 35. | Python 2.x编写的程序，在Python 3.x都能正确打开并执行。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 大版本并不都兼容小版本 |
|  |  |
|  |  |
|  |  |

三、编程题(共3题，共30分)

|  |  |
| --- | --- |
| 36. | 要求：  (1) 程序开始运行后，输入一个三位数整数；  (2) 程序会根据输入的整数输出百位、十位和个位上的数。 例如，输入123，输  出为：“百：1，十：2，个：3”。 |
|  |  |
|  |  |
|  | 试题编号：20200218-fjn-36-更新 |
|  | 试题类型：编程题 |
|  | 标准答案：  ****评分标准：****  1. 有输入语句；（2分）  2. 有输出语句；（2分）  3. 有类型转化语句；（1分）  4. 三条计算语句；（3分）  5. 程序符合题目要求；（2分） |
|  |  |
|  |  |

|  |  |
| --- | --- |
| 37. | 要求： （1）画一个边长为200的正方形，里面嵌套一个直径为100的圆，如下图；  IMG_263 （2）圆的填充颜色为蓝色，所有的线条为黑色。 （3）圆心位置为画布正中心。 |
|  |  |
|  |  |
|  | 试题编号：20200219-fyr-36-更新 |
|  | 试题类型：编程题 |
|  | 标准答案：  ****评分细则：****  1. 导入库文件正确；（2分） 2. 有前进命令；（2分） 3. 有转90度命令；（2分） 4. 有画圆工具；（2分） 5. 有颜色工具；（2分） 6. 坐标计算正确，正方形2分，圆形2分；（4分） 7. 运行正常；（4分）  8. 完成任务；（2分） |
|  |  |
|  |  |