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| 1. | 假设a=20，b=3，那么a or b的结果是（） |
|  | |  |  | | --- | --- | | A. | 20 |  |  |  | | --- | --- | | B. | 0 |  |  |  | | --- | --- | | C. | 1 |  |  |  | | --- | --- | | D. | 3 | |
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| 2. | 假设a=2,b=3,那么a-b\*b的值是（ ） |
|  | |  |  | | --- | --- | | A. | -3 |  |  |  | | --- | --- | | B. | -2 |  |  |  | | --- | --- | | C. | -7 |  |  |  | | --- | --- | | D. | -11 | |
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| 3. | 下面哪一段代码是绘制一个圆（） |
|  | |  |  | | --- | --- | | A. | circle(50,steps=3) |  |  |  | | --- | --- | | B. | circle(50) |  |  |  | | --- | --- | | C. | circle(50,180) |  |  |  | | --- | --- | | D. | circle(50,0) | |
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| 4. | 下列Turtle库中画笔属性说法错误的是： |
|  | |  |  | | --- | --- | | A. | turtle.pensize()：设置画笔的宽度； |  |  |  | | --- | --- | | B. | turtle.pencolor()：设置画笔的颜色； |  |  |  | | --- | --- | | C. | turtle.speed()：设置画笔移动速度； |  |  |  | | --- | --- | | D. | turtle.distance()：设置画笔移动距离 | |
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| 5. | Python中，下列哪个函数用于输出内容到终端？ |
|  | |  |  | | --- | --- | | A. | print() |  |  |  | | --- | --- | | B. | output() |  |  |  | | --- | --- | | C. | import() |  |  |  | | --- | --- | | D. | echo() | |
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| 6. | 变量x的值为字符串类型的“2”，如何将他转换为整型？ |
|  | |  |  | | --- | --- | | A. | float(x) |  |  |  | | --- | --- | | B. | str(x) |  |  |  | | --- | --- | | C. | int(x) |  |  |  | | --- | --- | | D. | list(x) | |
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| 7. | 以下设置画布命令正确的是：。 |
|  | |  |  | | --- | --- | | A. | turtle.screensize(800,blue, "600") |  |  |  | | --- | --- | | B. | turtle.screensize(800,600, "green") |  |  |  | | --- | --- | | C. | turtle.screensize("green"；800；600) |  |  |  | | --- | --- | | D. | turtle.screensize("800","600", "green") | |
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| 8. | 下列导入Turtle库的方式正确的是？ |
|  | |  |  | | --- | --- | | A. | import turtle |  |  |  | | --- | --- | | B. | import (turtle) |  |  |  | | --- | --- | | C. | class turtle |  |  |  | | --- | --- | | D. | def turtle | |
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| 9. | 下面的运算符中，按照运算优先级哪一个是最高级（） |
|  | |  |  | | --- | --- | | A. | == |  |  |  | | --- | --- | | B. | \* |  |  |  | | --- | --- | | C. | and |  |  |  | | --- | --- | | D. | < | |
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|  | 运算符优先级，查，做笔记。 |
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| 10. | Pthon中的>=代表的是（） |
|  | |  |  | | --- | --- | | A. | 把左边的值赋值给右边； |  |  |  | | --- | --- | | B. | 判断是否大于等于； |  |  |  | | --- | --- | | C. | 比较两边大小； |  |  |  | | --- | --- | | D. | 把右边值赋值给左边； | |
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| 11. | a=10,b=20,那么print(b == a)运算的结果是（） |
|  | |  |  | | --- | --- | | A. | 10 |  |  |  | | --- | --- | | B. | True |  |  |  | | --- | --- | | C. | False |  |  |  | | --- | --- | | D. | 20 | |
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| 12. | 下面哪一个不是Python的数据类型？ |
|  | |  |  | | --- | --- | | A. | 列表(List) |  |  |  | | --- | --- | | B. | 元组(Tuples) |  |  |  | | --- | --- | | C. | 字典(Dictionary) |  |  |  | | --- | --- | | D. | 类(class) | |
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|  | 类是一种用****户定义的引用数据类型**** |
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| 13. | Python中，以下哪个变量赋值方式是正确的？ |
|  | |  |  | | --- | --- | | A. | var a = 2 |  |  |  | | --- | --- | | B. | int a = 2 |  |  |  | | --- | --- | | C. | a = 2 |  |  |  | | --- | --- | | D. | if a = 2 | |
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| 14. | 抛硬币，只有反正两种情况，为了统计方便，在程序中怎样做是最合理的？（） |
|  | |  |  | | --- | --- | | A. | 只需要一个变量，统计一种情况； |  |  |  | | --- | --- | | B. | 需要两个变量，统计两种情况； |  |  |  | | --- | --- | | C. | 需要三个变量，统计两种情况和总次数； |  |  |  | | --- | --- | | D. | 需要用到随机数，没有规律可找； | |
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| 15. | 将4、5、6三个数不重复的排列为三位数，有几种排列？（） |
|  | |  |  | | --- | --- | | A. | 3 |  |  |  | | --- | --- | | B. | 6 |  |  |  | | --- | --- | | C. | 9 |  |  |  | | --- | --- | | D. | 2 | |
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| 16. | 在Python中，以下哪个标记是用作多行注释的？ |
|  | |  |  | | --- | --- | | A. | """ |  |  |  | | --- | --- | | B. | ### |  |  |  | | --- | --- | | C. | /// |  |  |  | | --- | --- | | D. | \*\*\* | |
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| 17. | 假设a=2，b=1，c = a and b - 1，那么c的值是（） |
|  | |  |  | | --- | --- | | A. | 3 |  |  |  | | --- | --- | | B. | 1 |  |  |  | | --- | --- | | C. | 2 |  |  |  | | --- | --- | | D. | 0 | |
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|  | 考察运算符优先级，这个题不错 |
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| 18. | turtle.goto(x,y)的含义为？（） |
|  | |  |  | | --- | --- | | A. | 以目前坐标为原点，画一个边长为x和y的矩形 |  |  |  | | --- | --- | | B. | 画笔提笔，移动到x，y的位置 |  |  |  | | --- | --- | | C. | 按照现在画笔状态，将画笔移动到坐标为x,y的位置 |  |  |  | | --- | --- | | D. | 将目前原点移动到x，y的位置 | |
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| 19. | print(6+8/2)输出的结果是（） |
|  | |  |  | | --- | --- | | A. | 7 |  |  |  | | --- | --- | | B. | 10.0 |  |  |  | | --- | --- | | C. | 10 |  |  |  | | --- | --- | | D. | 6+8/2 | |
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|  | 有一点点难度 |
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| 20. | a="python3",print(2 \* a)的结果是（） |
|  | |  |  | | --- | --- | | A. | python6 |  |  |  | | --- | --- | | B. | python2 |  |  |  | | --- | --- | | C. | python2python3 |  |  |  | | --- | --- | | D. | python3python3 | |
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| 21. | 下列Python变量的使用正确的是？ |
|  | |  |  | | --- | --- | | A. | 2a = 4 |  |  |  | | --- | --- | | B. | my$ = 4 |  |  |  | | --- | --- | | C. | class = 4; |  |  |  | | --- | --- | | D. | a = 4; | |
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| 22. | 下列的哪个编程工具是Python自带的编程工具？ |
|  | |  |  | | --- | --- | | A. | ipython |  |  |  | | --- | --- | | B. | Visual Studio Code |  |  |  | | --- | --- | | C. | JupyterNotebook |  |  |  | | --- | --- | | D. | IDLE | |
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| 23. | 下面哪个命令是逆时针旋转90度？（） |
|  | |  |  | | --- | --- | | A. | turtle.right（90） |  |  |  | | --- | --- | | B. | turtle.left（90） |  |  |  | | --- | --- | | C. | turtle.goto(0,90) |  |  |  | | --- | --- | | D. | turtle.goto(90,0) | |
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| 24. | Python中的除法是用哪个符号表示的？（） |
|  | |  |  | | --- | --- | | A. | \* |  |  |  | | --- | --- | | B. | x |  |  |  | | --- | --- | | C. | / |  |  |  | | --- | --- | | D. | # | |
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| 25. | 以下哪个后缀名为Python源码文件的后缀名？ |
|  | |  |  | | --- | --- | | A. | .exe； |  |  |  | | --- | --- | | B. | .py； |  |  |  | | --- | --- | | C. | .sb3； |  |  |  | | --- | --- | | D. | .pip； | |
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| 26. | 下列程序哪个是画一个三角形？（） |
|  | |  |  | | --- | --- | | A. | turtle.forward(100)  turtle.left(120)  turtle.forward(100)  turtle.right(60)  turtle.backward(100) |  |  |  | | --- | --- | | B. | turtle.forward(100)  turtle.left(60)  turtle.forward(100)  turtle.right(60)  turtle.backward(100) |  |  |  | | --- | --- | | C. | turtle.forward(100)  turtle.left(120)  turtle.forward(100)  turtle.right(60)  turtle.forward(100) |  |  |  | | --- | --- | | D. | turtle.forward(100)  turtle.left(120)  turtle.forward(100)  turtle.right(120)  turtle.forward(100) | |
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| 27. | 关于Python的表述，下列不正确的是？ |
|  | |  |  | | --- | --- | | A. | Python是一种解释型程序设计语言； |  |  |  | | --- | --- | | B. | Python是一种面对对象型程序设计语言； |  |  |  | | --- | --- | | C. | Python是一种动态数据类型程序设计语言； |  |  |  | | --- | --- | | D. | Python是一种编译型程序设计语言。 | |
|  |  |
|  | Python 不是编译型程序设计语言，c/c++才是， c/c++需要编译链接，如果某一句出错，整个编译、链接  过程是不能完成的，更不能执行。而python，假设是第10行发生错误，那前9行的语句都会正确执行  在执行第10行时报错。 |
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| 28. | 300/4+2\*8运行结果是（ ）。 |
|  | |  |  | | --- | --- | | A. | 15 |  |  |  | | --- | --- | | B. | 91 |  |  |  | | --- | --- | | C. | 400 |  |  |  | | --- | --- | | D. | 50 | |
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| 29. | a = 2,b = 3,print(a>b)的结果为？ |
|  | |  |  | | --- | --- | | A. | False |  |  |  | | --- | --- | | B. | True |  |  |  | | --- | --- | | C. | 32 |  |  |  | | --- | --- | | D. | 5 | |
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| 30. | turtle.reset()命令含义为（） |
|  | |  |  | | --- | --- | | A. | 不清空turtle窗口，重置turtle的位置和状态； |  |  |  | | --- | --- | | B. | 清空turtle窗口，重置turtle状态为起始状态； |  |  |  | | --- | --- | | C. | 清空turtle窗口，但是turtle的位置和状态不会改变； |  |  |  | | --- | --- | | D. | 撤销上一个动作 | |
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| 31. | print('I\'m ok.')因为有三个单引号，所以程序是错误的。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 查python 转义字符相关用法 |
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| 32. | 使用Turtle时，画布默认坐标左上角为画布中心 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 33. | turtle.speed()命令设定笔运动的速度，其参数范围是0-10的整数。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 34. | 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 |  | |
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| 35. | Python是一个种解释型语言，所以我们对代码的缩进不要求。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 36. | 两队进行乒乓球比赛，每队有3名队员，双方每个队员之间都要进行一场比赛，  一共需要进行6场比赛。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 37. | and是Python的保留字符。 |
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| 38. | 除号在python中是用/来代替，但不能说所有的/都是除号。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 39. | Python创建变量很简单，只要为变量分配一个值即可。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 40. | turtle库包含100多个功能函数，主要包括窗体函数、画笔状态函数和画笔运动函数3类。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 41. | a==b在Python中代表把b的值给a。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 42. | 从甲地到乙地，每天走剩下路程的一半，两天就可以走完。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 43. | Python中单引号和双引号的作用完全相同。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 44. | turtle.seth(angle)函数表示小乌龟启动时运动的方向 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 45. | Python中想输出一个双引号，需要使用/”。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 46. | 字符串可以用 + 运算符连接在一起，用 – 运算符删除相同字符。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| 47. | 15%3运行结果是5。 |
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| 48. | Python中/n代表输出一个字母n。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 49. | a=10,b=20,a==b；运行结果是a=20。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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| --- | --- |
| 50. | 程序a=12 and b=12是错误的写法。 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  | 赋值运算符优先级小于逻辑运算符优先级 |