

Your score: **10/10**

100%

Congratulations, you've passed the quiz!

SECTION ANALYSIS

PE1 -- Module 2 Quiz

100%



Question 1/10

The **escape character** owes its name to the fact that it:

- ☐ cannot be caught due to its high speed
- ☐ escapes from source files into the computer memory
- ☒ changes the meaning of the character next to it



Question 2/10

The meaning of the **positional parameter** is determined by its:



- ☒ position
- ☐ appearance
- ☐ name



Question 3/10

The most important difference between integer and floating-point numbers lies in the fact that:

- ☐ integers cannot be literals, while floats can
- ☒ they are stored differently in the computer memory
- ☐ they cannot be used simultaneously



Question 4/10

The `0x` prefix means that the number after it is denoted as:

- ☒ a hexadecimal
- ☐ an octal
- ☐ a decimal



Question 5/10

The `//` operator:

- ☐ does not exist
- ☐ performs regular division
- ☒ performs integer division



Question 6/10

The result of the following addition:

`123 + 0.0`

- ☐ is equal to `123`
- ☒ is equal to `123.0`
- ☐ cannot be evaluated



Question 7/10

Only one of the following statements is true - which one?

- ☐ addition precedes multiplication
- ☒ multiplication precedes addition
- ☐ neither statement can be evaluated



Question 8/10

Right-sided binding means that the following expression:

```
1 ** 2 ** 3
```

will be evaluated:



☐ from left to right

☒ from right to left

☐ in random order



Question 9/10

A **keyword** is a word that: (Select two answers)



☒ cannot be used as a function name

☒ cannot be used as a variable name

☐ is the most important word in the whole program



Question 10/10

A value returned by the `input ()` function is:



☒ a string

☐ a float

☐ an integer