

- 1) C (%)
- 2) B (0)
- 3) C (24)
- 4) A (2)
- 5) D (6)
- 6) C (the finally block will be executed no matter if the try block raises an error or not)
- 7) A (It is used to raise an exception)
- 8) C (in defining a generator)
- 9) A (_abc) C (abc2)
- 10) A (Yield) B (Raise)