QUIZIZZ **Worksheets**

Name [   ]

Python Intermediate

Total questions: 57

Class [   ]

Worksheet time: 53mins

Instructor name: Magikid Chino Hills

Date [   ]

1. What does GUI stand for?

    a) graphical user interface   b) graphic undergoing improvement

    c) graphing unit intercept   d) game under inspection

2. Which of the follow is NOT an element of a GUI?

    a) Button   b) If statement

    c) Dialog box   d) Window

3. Which command used to change the screen size?

    a) window.mainloop()   b) window.geometry("400x300")

    c) window = Tk()

4. _____ is an element of GUI.

    a) Widget   b) GUI

    c) Application

5. Which of the following attribute used to change the
    background color of a Label widget in python tkinter

    a) bg   b) foreground

    c) fg   d) background

6. Choose the correct statement to display title.

    a) window.title(My First Program)   b) window.title "My First Program"

    c) window.title("My First Program")

7.   Label , Button , Sliders are all examples of Widgets.

   a) False   b) True

8.   Which function is used to set the size of the tkinter
      window?

   a) size()   b) geometry()

   c) dimension()   d) setsize()

9.   What is tkinter?

   a) A Python GUI module   b) A Python Scripting module

10.   Choose the correct code for using grid statement?

   a) window.GRID(row = 1 , column = 1)   b) window.Grid (row= 1, column =1)

   c) window.grid(row = 1 , column = 1)

11.   window.geometry("300x200") is to change the size of the GUI window into .

   a) 500 Height x 200 Width   b) 300 Height x 200 Width

   c) 300 Height x 800 Width

12.   What is the difference between a method and a function?

   a) A method can only be used on a class of   b) A method must have arguments and a function
       objects where as a function doesn't need a   may or may not have arguments (depending
       specific object to run it.   on the situation)

   c) A function can only be used on a class of   d) A function must have arguments and a method
       objects where as a method doesn't need a   may or may not have arguments (depending
       specific object to run it.   on the situation)

13.   What is the purpose of the pack() method in tkinter?

   a) To arrange widgets in blocks before placing in   b) To close the application.
       the parent widget.

   c) To change the size of the window.   d) To create a new window.

14.   Which of the following is NOT a standard widget in tkinter?

   a) Label   b) Entry

   c) Button   d) Slider

15.   What does the following code do in tkinter? window.mainloop()

   a) It creates a new window.   b) It starts the GUI event loop.

   c) It changes the size of the window.   d) It closes the application.

16.   Which line of code runs a function when the button is clicked?

   a) command =   b) text =

   c) place(x=0, y=0)   d) font =

17.   What types of things can we code a function to do when a button is clicked?
      (Select all that apply)

   a) Get text from user input   b) Make the app interactive

   c) Change app settings and appearances

18.   What type of code makes a button do things when it is clicked?

   a) Function   b) Input

   c) List   d) Print statement

```
42   #This is a function that changes the background color
43   emergency = False
44 ▼ def red():
45     global emergency
46 ▼   if emergency == False:
47       window.configure(bg="red")
48       lbl.configure(text="EMERGENCY!")
49       emergency = True
50 ▼   else:
51       window.configure(bg="purple")
52       lbl.configure(text="test")
53       emergency = False
54
```

19.

Which line or lines of code change the color of the window?

(Select all that apply)

a) 52   b) 48

c) 51   d) 47

e) 53

```
42   #This is a function that changes the background color
43   emergency = False
44 ▼ def red():
45     global emergency
46 ▼   if emergency == False:
47       window.configure(bg="red")
48       lbl.configure(text="EMERGENCY!")
49       emergency = True
50 ▼   else:
51       window.configure(bg="purple")
52       lbl.configure(text="test")
53       emergency = False
54
```

20.

Which line or lines of code change what the label says?

(Select all that apply)

a) 48   b) 52

c) 47   d) 53

e) 51

```
63   #This is a basic if/else that checks if they entered the password correctly when they click the button
64 ▼ def enter_password():
65     var = txt2.get()
66 ▼   if var == "1234":
67       lblpass.configure(text= "Correct")
68 ▼   else:
69       lblpass.configure(text= "Wrong")
70     txt2.delete(0, END)
71   #This is the label for the password
72   lblpass=Label(window, text="Password", fg='red', font=10)
73   lblpass.place(x=0, y=200)
74   #This is entry field for the password
75   txt2 = Entry(window,width=10)
76   txt2.place(x=0, y=225)
77   btnpass=Button(window, fg='red', text="Log in", command=enter_password)
78   btnpass.place(x=90, y=225)
```

21.

Which type of code can get the user input to use in your program?

a) txt.get( )   b) text = "This is a label"

c) txt.delete( )   d) txt.place( )

22.

If you want to clear the text entry field and make it empty, what type of code should you utilize?

a) text = "This is a label"

b) txt.place( )

c) txt.delete( )

d) txt.get( )

23.

Which types of code did we use to create a password entry system?

(Select all that apply)

a) Function

b) Variable

c) List

d) If/Else
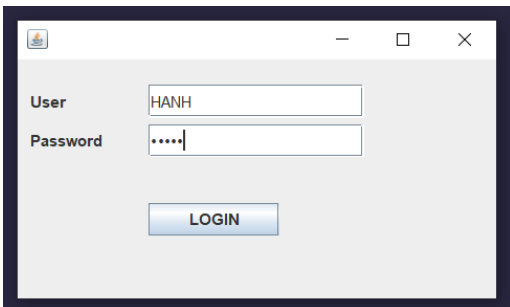
24.

True or False

The attached image is an example of a GUI that you could create with all of the code mentioned previously.

a) True

b) False

25. Match the following

Uses text from a text entry field ○   ○ Button

Determines the positioning of widgets
in your app   ○   ○ txt.get( )

Changes what a label looks like ○   ○ lbl.configure

This can be used to keep track of
clicks or other data   ○   ○ Variable

Requires a function to work when
clicked   ○   ○ place(x= ,y=)

26. Which of the following is valid arithmetic operator in python?

    a) and   b) //

    c) ?   d) <

27. Select the logical operators-

    a) in   b) and

    c) not   d) or

```
x=10
y=20
if x>y:
        print(x+y)
else:
        print(x-y)
```

28.

Write the output of the following code

    a) -10   b) 10

    c) -30   d) 30

29. Importing Tkinter

a) if Tk() in __main__ :   b) importaguimodule

c) from python import tk   d) from tkinter import *

30. Which Python module is used for creating GUI based program ?

a) Pygame   b) Turtle

c) All of them   d) Tkinter

31. In Tkinter module there are how many ways to set the position of various components ?

a) 1   b) 3

c) 2   d) 4

32. Match the vocabulary with the BEST example!

while guess != secret_number: ⟳   ⟳ function declaration

def number_guessing(): ⟳   ⟳ method call

attempts = 0 ⟳   ⟳ variable declaration

print(f"Done in {attempts} attempts.") ⟳   ⟳ loop declaration

secret_number = random.randint(1,   ⟳ formatted string literal
100)   ⟳

33. Match the vocabulary with the BEST example!

{'1':'2', '3':'4'} ⟳   ⟳ List

[1, 2, 3, 4, 5] ⟳   ⟳ Tuple

'[1, 2, 3, 4, 5]' ⟳   ⟳ Set

(1, 2, 3, 4, 5) ⟳   ⟳ Dictionary

{1, 2, 3, 4, 5} ⟳   ⟳ String

34.   two_d_list = [['a', 'b', 'c', 'd', 'e'], ['f', 'g', 'h', 'i', 'j']]

two_d_list[0][2] ○   ○ a

two_d_list[0][0] ○   ○ f

two_d_list[1][0] ○   ○ IndexError

two_d_list[1,2] ○   ○ c

two_d_list[2][0] ○   ○ TypeError

35.   What is the purpose of the grid() method in tkinter?

a) To create a new window.   b) To change the size of the window.

c) To close the application.   d) To arrange widgets in a grid before placing in
                                             the parent widget.

36.   Which of the following is a valid tkinter widget?

a) All of the above   b) Entry

c) Button   d) Label

37.   What is the purpose of the pack() method in tkinter?

a) To close the application   b) To create a new window

c) To pack widgets into rows or columns d) To set the size of the window

38.   What does the following code do in tkinter? label = Label(window, text = 'Hello')

a) It closes the application.   b) It starts the GUI event loop.

c) It creates a label with the text 'Hello' in the   d) It changes the size of the window.
    window.

39.   What is the answer to this expression, 22%3 is

a) 1   b) 0

c) 7   d) 5

40. How would you create a program to display "Hello World!"

a) print(Hello World!)   b) print(Hello World!)

c) input("Hello World!")   d) print("Hello World!")

41. Which python operator means 'less than or equal to'?

a) <=   b) >=

c) >   d) <

42. What is the word (command) used to display numbers and text on the screen?

a) command   b) input

c) print   d) output

43. What is a variable?

a) Data type   b) a type of memory

c) A box(memory location) where you store   d) a type of graphics
    values

44. What symbol is used in python to assign values to a variable?

a) forward slash /   b) equals =

c) asterisk *   d) plus +

45.

What is the name of the programming language we are learning?

a) Python   b) Scratch

c) Pie thin   d) Scribble

46.   What will be the output?
      name = "Dave"
      print (name)

a) Dave   b) 'Dave'

c) (name)   d) name

47.   A syntax error means your code has a 'grammar' mistake or you used symbols/operations incorrectly

a) False   b) True

48.   What is Python?

a) text based programming language   b) block based programming language

c) word processor   d) spreadsheet

49.   What Python command lets the user enter an answer to a question?

a) open()   b) print()

c) answer()   d) input()

50. Which statement correctly assigns the string "Tanner" to the variable name?

    a) name = print("Tanner")   b) name = "Tanner"

    c) name = input("Tanner")   d) input("Tanner")

51. Which symbol means "not equal to"

    a) ==   b) !=

    c) **   d) %

52. What is an example of a boolean?

    a) 46.7   b) "Hello!"

    c) True/False   d) 56

53. 23 == 32

    a) True   b) False

54. 4 == 4.0

    a) False   b) True

    c) Error

55. What is the purpose of a loop in programming?

    a) The purpose of a loop in programming is to execute code only once.   b) The purpose of a loop in programming is to repeat a block of code.

    c) The purpose of a loop in programming is to skip a block of code.   d) The purpose of a loop in programming is to randomly select a block of code.

56. What is the output of the following code?
```
x = 5
y = 3
print(x + y)
```

    a) 2   b) 7

    c) 8   d) 15

57.   What will this symbol do?

      \n

      a) Not   b) Print

      c) Does nothing   d) New line

Answer Keys

1. a) graphical user interface

2. b) If statement

3. b) window.geometry("400x300")

4. a) Widget

5. a) bg

6. c) window.title("My First Program")

7. b) True

8. b) geometry()

9. a) A Python GUI module

10. c) window.grid(row = 1 , column = 1)

11. b) 300 Height x 200 Width

12. a) A method can only be used on a class of objects where as a function doesn't need a specific object to run it.

13. a) To arrange widgets in blocks before placing in the parent widget.

14. d) Slider

15. b) It starts the GUI event loop.

16. a) command =

17. c) Change app settings and appearances , Get a) text from user input , Make the b) app interactive

18. a) Function

19. d) 47 , c) 51

20. a) 48 , b) 52

21. a) txt.get( )

22. c) txt.delete( )

23. d) If/Else a) , Function , Variable b)

24. a) True

25. Requires a function to work when clicked
      - Button,
     Uses text from a text entry field
      - txt.get( ),
     Changes what a label looks like
      - lbl.configure,
     This can be used to keep track of clicks or other data

26. b) //

27. d) or , c) not , b) and

- Variable,
Determines the positioning
of widgets in your app
- place(x= ,y=)

28. a) -10

29. d) from tkinter import *

30. c) All of them

31. b) 3

32. def number_guessing(): -
function declaration,
secret_number =
random.randint(1, 100)
- method call, attempts = 0
- variable declaration,
while guess !=
secret_number:
- loop declaration,
print(f"Done in {attempts}
attempts.")
- formatted string literal

33. [1, 2, 3, 4, 5] - List,

(1, 2, 3, 4, 5) - Tuple,

{1, 2, 3, 4, 5} - Set,

{'1':'2', '3':'4'} - Dictionary,

'[1, 2, 3, 4, 5]' - String

34. two_d_list[0][0] - a,
two_d_list[1][0] - f,
two_d_list[2][0] - IndexError
, two_d_list[0][2] - c,
two_d_list[1,2] - TypeError

35. d) To arrange widgets in a
grid before placing in the
parent widget.

36. a) All of the above

37. c) To pack widgets into
rows or columns

38. c) It creates a label with the
text 'Hello' in the window.

39. a) 1

40. d) print("Hello World!")

41. a) <=

42. c) print

43. c) A box(memory location)
where you store values

44. b) equals =

45. a) Python

46. a) Dave

47. b) True

48. a) text based programming
language

49. d) input()

50. b) name = "Tanner"

51. b) !=

52. c) True/False

53. b) False

54. c) Error

55. b) The purpose of a loop in
programming is to repeat
a block of code.

56. c) 8

57. d) New line