QUIZIZZ **Worksheets**

Python Advanced Day 3
Total questions: 43
Worksheet time: 24mins
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Name
Class
Date

1. What is a *class* (in python)*?*

a) A special kind of function that is defined in a class definition.

b) A user-defined prototype for an object that defines a set of attributes that characterize any object of this. The attributes are data members and methods, accessed via dot notation.

c) the system of ordering a society in which people are divided into sets based on perceived social or economic status.

d) The assignment of more than one behavior to a particular function. The operation performed varies by the types of objects or arguments involved.

2. What is a *class variable* (in python)?

a) A student

b) A variable that is shared by all instances of a class. Class variables are defined within a class but outside any of the class's methods. Class variables are not used as frequently as instance variables are.

c) A part of a class that exists like a desk or a smartboard

d) A user-defined prototype for an object that defines a set of attributes that characterize any object of the class. The attributes are data members (class variables and instance variables) and methods, accessed via dot notation.

3. What is a *data member* (in python)?

a) A class variable or instance variable that holds data associated with a class and its objects.

b) A variable that is defined inside a method and belongs only to the current instance of a class.

c) a person who is part of the club DATA

d) An individual object of a certain class. An object obj that belongs to a class Circle, for example, is an instance of the class Circle.

4. What is an *instance variable* (in python)?

a) A special kind of function that is defined in a class definition.

b) An individual object of a certain class. An object obj that belongs to a class Circle, for example, is an instance of the class Circle.

c) The transfer of the characteristics of a class to other classes that are derived from it.

d) A variable that is defined inside a method and belongs only to the current instance of a class.

5.

```
def myFunction(x, y):
    return x + y

z=myFunction(3, 2)
print(z)
```

What will print?

a) 6

b) an error message

c) nothing

d) 5

6.

```
def myFunction(x, y):
    return x + y

z=myFunction(3, myFunction(4,5) )
print(z)
```

What will print?

a) 12

b) z

c) 7

d) nothing

7. What term is used to describe data passed into a function?

a) Variable

b) Loop

c) Parameter

d) Constant

8. people = ["John", "Rob", "Bob"]
print (people[4])
what would this result be?

a) Error
b) Rob
c) John
d) Bob

9. _____ represents an entity in the real world with its identity and behaviour.

a) An operator
b) An object
c) A class
d) A method

10. What is the difference between a class and an object?

a) A blueprint is an object to make a class
b) A class is a blueprint to make an object
c) An object is a blueprint to make a class
d) Blueprint class is an object make a

11. What is the process in which objects of one class can link and share some common properties from the objects of another class?

a) Polymorphism
b) Inheritance
c) Encapsulation
d) Abstraction

12. What is the process of using a function for more than one purpose that allows the use of different internal structures of the object by keeping the same external interface?

a) Inheritance
b) Encapsulation
c) Abstraction
d) Polymorphism

13. What is an instance of or a copy of a class?

a) Attribute
b) Class
c) Interface
d) Object

14. What is blue print that defines certain characteristics and behavior that is simply a representation of different types of objects?

a) Attribute
b) Class
c) Characteristics
d) Object

15. A dog might be an instance of the Pet class?

a) False
b) True

16. What is a *method* in python?

a) orderliness of thought or behavior; systematic planning or action
b) the creation of an instance of a class
c) a way of doing something
d) a special kind of function that is defined in a class definition

17. What is the definition inheritance?

a) The decleration of a new class without changing any previous behaviours
b) The instances of a new class which contains new attributes and methods and only belongs in your file.
c) A mechanism where a new class (subclass) inherits properties and behavior from an existing class (superclass).
d) Taking the belogins of your child class

18. What is polymorphism in OOP?

a) Ability of an object to take on many forms
b) Ability of an object to change its state
c) Ability of an object to inherit from multiple classes
d) Ability of an object to take on multiple roles

19. A single object can also be referred to as an...

a) Object
b) Instance
c) Singular
d) Singular Object

20. In a class, member variables are often called its _____, and its member functions are sometimes referred to as its behaviour, or _____.

a) attributes, activities
b) attributes, activities
c) attributes, methods
d) data, activities

21. What is encapsulation in OOP?

a) Encapsulation is bundling data and methods together within a class.
b) Encapsulation is the process of hiding data and methods within a class.
c) Encapsulation is the process of breaking down a class into smaller components.
d) Encapsulation is the process of inheriting properties and methods from a parent class.

22. What is abstraction in OOP?

a) Process of hiding unnecessary details and only showing essential information to the user.
b) Process of encrypting information to show to the user.
c) Process of showing all details to the user.
d) Process of randomly selecting information to show to the user.

23. What allows us to consider complex ideas while ignoring irrelevant detail that could confuse us?

a) Polymorphism
b) Abstraction
c) Inheritance
d) Encapsulation

24. Which one(s) is/are an object?

a) public class Rectangle
b) Student ada = new Student();
c) ada.reName();
d) Rectangle rect = new Rectangle(10, 3);

25. You can instantiate an object more than once?

a) True
b) False

26. What is *instantiation* in python?

a) The transfer of the characteristics of a class to other classes that are derived from it.

b) A variable that is defined inside a method and belongs only to the current instance of a class.

c) The creation of an instance of a class.

d) A unique instance of a data structure that's defined by its class. An object comprises both data members (class variables and instance variables) and methods.

27. What is the process of using a function for more than one purpose that allows the use of different internal structures of the object by keeping the same external interface?

a) Encapsulation

b) Polymorphism

c) Inheritance

d) Abstraction

28. Members are not allowed to be accessed outside the class

a) Public

b) Protected

c) Static

d) Private

29. Given there's a class Car, the program would print what?
civic = Car("Honda", "Civic", 2020)
print(civic ._model)

a) Honda

b) Civic

c) None

d) 2020

30. includes numbers and booleans

a) data types

b) whitespace

c) modulo

d) comments

31. used to structure code in Python

a) whitespace

b) booleans

c) comments

d) variables

32. runs code line by line and checks for errors

a) boolean
b) variable
c) modulo
d) interpreter

33. Used to create exponents

a) %
b) """
c) **
d) #

34. stores a piece of data, and gives it a specific name

a) whitespace
b) interpreter
c) variable
d) modulo

35. returns the remainder from division

a) boolean
b) modulo
c) exponments
d) variables

36. surrounds multi-line comments

a) %
b) **
c) """
d) #

37. a line of text that Python won't try to run as code

a) variable
b) modulo
c) comment
d) boolean

38. symbol used for modulo

a) #
b) **
c) &
d) %

39. a data type than can have one of two values: True or False

a) interpreter
b) boolean
c) variable
d) modulo

40. changing the value of a variable

a) boolean
b) modulo
c) reassign
d) comment

41. Used to make comments

a) #
b) ()
c) %
d) **

42. The correct way to write a variable in Python?

a) my_variable: 10
b) my_variable is 10
c) my variable = 10
d) my_variable = 10

43. $10^2 = 100$
Which of the following is used in Python to calculate ten squared?

a) 10 % 2
b) 10 ** 2
c) 10 * 2
d) 10 ** 10

Answer Keys

1. b) A user-defined prototype for an object that defines a set of attributes that characterize any object of this. The attributes are data members and methods, accessed via dot notation.
2. b) A variable that is shared by all instances of a class. Class variables are defined within a class but outside any of the class's methods. Class variables are not used as frequently as instance variables are.
3. a) A class variable or instance variable that holds data associated with a class and its objects.
4. d) A variable that is defined inside a method and belongs only to the current instance of a class.
5. d) 5
6. a) 12
7. c) Parameter
8. a) Error
9. b) An object
10. b) A class is a blueprint to make an object
11. b) Inheritance
12. d) Polymorphism
13. d) Object
14. b) Class
15. b) True
16. d) a special kind of function that is defined in a class definition
17. c) A mechanism where a new class (subclass) inherits properties and behavior from an existing class (superclass).
18. a) Ability of an object to take on many forms
19. b) Instance
20. c) attributes, methods
21. a) Encapsulation is bundling data and methods together within a class.
22. a) Process of hiding unnecessary details and only showing essential information to the user.
23. b) Abstraction
24. d) Rectangle rect = new Rectangle(10, 3); , b) Student ada = new Student();
25. a) True
26. c) The creation of an instance of a class.
27. b) Polymorphism

28. d) Private
29. b) Civic
30. a) data types
31. a) whitespace
32. d) interpreter
33. c) **
34. c) variable
35. b) modulo
36. c) """
37. c) comment
38. d) %
39. b) boolean
40. c) reassign
41. a) #
42. d) my_variable = 10
43. b) 10 ** 2