Files quiz

11 out of 11 correct

1. To open a file c:\scores.txt for reading, we use _____

- .infile = open("c:\scores.txt", "r")
- **.infile = open("c:\\scores.txt", "r")**
- infile = open(file = "c:\scores.txt", "r")
- infile = open(file = "c:\\scores.txt", "**r")**

Explanation: Execute help(open) to get more details.

2. Which of the following statements are true?

- When you open a file for reading, if the file does not exist, an error occurs
- When you open a file for writing, if the file does not exist, a new file is created
- When you open a file for writing, if the file exists, the existing file is overwritten with the new file
- **All of the mentioned**

Explanation: The program will throw an error.

3. Which one of the following is not attributes of file?

- closed
- softspace

- [x] rename
- [ ] mode

Explanation: rename is not the attribute of file rest all are files attributes. Attribute Description file.closed Returns true if file is closed, false otherwise. file.mode Returns access mode with which file was opened. file.name Returns name of the file. file.softspace Returns false if space explicitly required with print, true otherwise.

4. Which of these class contains the methods used to write in a file?

- [ ] FileStream
- [ ] FileInputStream
- [x] BUfferedOutputStream
- [ ] FileBufferStream

Explanation: In Java, the FileOutputStream and FileWriter classes can be used to write to a file. The BufferedOutputStream class provides a buffering layer on top of an OutputStream, which can improve performance when writing to a file.

5. Which of these methods are used to read in from file?

- [ ] open()
- [x] read()
- [ ] scan()
- [ ] readFileInput()

Explanation: Explanation: Each time read() is called, it reads a single byte from the file and returns the byte as an integer value. read() returns -1 when the end of the file is encountered.

6. the logging …….. In python.

- [ ] function

- (●) module
- ( ) variable
- ( ) datatype

Explanation: The logging module in Python is a ready-to-use and powerful module that is designed to meet the needs of beginners as well as enterprise teams. It is used by most of the third-party Python libraries, so you can integrate your log messages with the ones from those libraries to produce a homogeneous log for your application.

7. which one of the following is the lowest level of logging?

- (●) debug
- ( ) warming
- ( ) error
- ( ) .none of the above

Explanation: Debug is the lowest logging level, it's used to log some diagnostic information about the application.

8. Which of the following is not a logging function in Python?

- ( ) logger
- (●) filter
- ( ) critical
- ( ) All the above

Explanation: "filter" is not a logging function in Python. It is actually a logging concept that allows you to control the flow of log messages based on a set of rules. Filters can be used to exclude certain log messages, based on their logging level, source, or any other criterion. Filters are specified using the addFilter method of a logger object.

9. which of these is not involved in the process of debugging?

- ○ Fixing
- ○ Isolating
- ○ Identifying
- ◉ Testing

Explanation: Testing is a different process and is different from debugging. Debugging involves identifying, isolating and fixation of the problems or errors.

10. What is the purpose of of the import statement in python?

- ○ import the statement into a python program
- ○ import the function into a python program
- ◉ import the module into a python program
- ○ none of the above

Explanation: The import statement is used to import a module into a Python program, allowing you to use its definitions and statements. By using the import statement, you can access all the variables, functions, and classes defined in the imported module. You can then use them in your program as if they were defined locally.

11. How can you reload a module in Python?

- ◉ importlib.reload function.
- ○ import reload
- ○ import logging
- ○ none of the above

Explanation: The importlib.reload function reloads a previously imported module, allowing you to pick up changes that have been made to the module's code. This is useful in situations where you are developing a module and need to test changes without restarting your program.

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