## Varnika Mulay – Meta Scifor Python Test 1

Q6. What do you mean by conditional statements. Explain with python code.

Ans – Conditional statements in Python represent the statements that execute a block of code based on whether a condition is True or False. Python provides various types of conditional statements like:

```
a. if
b. if - else
c. if - elif - else
d. match - case

EXAMPLE CODE:

num1 = 40

num2 = 30

if(num1>num2):

print(num1, "is greater")

elif(num1==num2):

print("Both are equal")

else:

print(num2, "is greater")

OUTPUT:

40 is greater
```

Q7. What do you mean by decision-making statements. Explain with python code.

Ans: Decision—making statements, also called conditional statements, execute a piece of code depending on a specific condition. It will decide which block of code to execute depending on whether the condition is True. Python provides various decision-making statements like:

```
a. if
b. if - else
c. if - elif -else
d. match - case

EXAMPLE CODE
value = int(input("Enter a value: "))
match value:
case 1:
```

```
print("One")
 case 2:
  print("Two")
OUTPUT:
Enter a value: 1
One
Q8. Write a program of factorial in python
CODE:
def factorial(num):
  temp = 1
  if num<0:
    print("Invalid number")
  for i in range(1, num+1):
    temp = temp * i
  print("Factorial is: ",temp)
factorial(5)
OUTPUT:
Factorial is: 120
```

Q9. What do you understand by Functions? Explain with python code.

Ans: A Python function is a code block written to complete or execute a certain task. It is a block of code that is reusable i.e., the code doesn't need to be written again-and-again. It is defined using the "def" keyword and it only executes when it is called.

## **EXAMPLE CODE:**

```
def addition(num1, num2):
    num3 = num1+num2
    print("Addition is: ",num3)

num1 = int(input("Enter number: "))
```

num2 = int(input("Enter a number: "))

addition(num1, num2)

## **OUTPUT**:

Enter number: 1

Enter a number: 4

Addition is: 5

Q10. How many pillars of Oops we have in Python?

Ans: Python provides 4 pillars of OOPs which are:

- a. <u>Abstraction:</u> In this, only the necessary features of an object are displayed and all the other complex methods behind its implementation are hidden.
- b. <u>Encapsulation:</u> In this, the access to certain private attributes of an object is restricted outside the class.
- c. <u>Polymorphism:</u> Polymorphism enables us to call a method of the same name, but in different classes to output different results for different input parameters. In short, a method in polymorphism can be used in many ways.
- d. <u>Inheritance</u>: Inheritance allows a child class to inherit certain attributes and methods from a parent class. The child class also has its own attributes and features.