

Test Person

20/20p

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1. Edit mode allows you to
- ☐ select multiple cells
 - ☒ type code and text
 - ☐ format text
 - ☐ copy multiple cells

Correct answer.

1/1p

Total points:

1/1p

2. Command mode allows you to
- ☐ run python code
 - ☐ type code and text
 - ☐ format text
 - ☒ perform actions on a group of cells

Correct answer.

1/1p

Total points:

1/1p

3. Cells in Jupyter notebook can be in two modes. They are ☒ mode and ☒ mode


All correct.

1/1p

Total points:

1/1p

4. To run Python in a cell,


- ☐  **press < Shift >+< Enter >**
- ☐ **press < Enter >**
- ☐ **press < Alt > +< Enter >**
- Correct answer. ☐ **press < Shift >**

1/1p

Total points:

1/1p

5. To write Python programs, the cell should be

- ☐ **markdown cell**
- ☐  **code cell**
- ☐ **raw Cell**
- ☐ **heading cell**


Correct answer.

1/1p

Total points:

1/1p

6. To check the type of the variable x, we can use

- ☐ **print(x)**
- ☐  **type(x)**
- ☐ **int(x)**
- ☐ **float(x)**


Correct answer.

1/1p

Total points:

1/1p

7. A good practice is that you write Python statement

- ☐  **each statement in a single line**
- ☐ **one statement in multiple lines**
- ☐ **multiple statements in one line**
- ☐ **None of the above**

Correct answer.

1/1p

Total points:

1/1p

8. To allow users to enter an integer number, we should use

- ☐ `input ("enter an intger value")`
- ☐ `int ("enter an intger value")`
- ☐ `input (int ("enter an intger value"))`
- ☒ `int (input ("enter an intger value"))`

Correct answer.

1/1p

Total points:

1/1p

9. Type of variables is assigned based on

- ☐ `type(x)`
- ☒ the value that assigned to that variable
- ☐ `int` or `float` functions
- ☐ None of the above

Correct answer.

1/1p

Total points:

1/1p

10. Python statement that multiplies the value of `num1` by 2, adds the value of `num2` to it, and then divides the result by 5.

- ☐ `num1 * 2 + num2 /5`
- ☒ `(num1 * 2 + num2) /5`
- ☐ `num1 * 2 + (num2 /5)`
- ☐ `num1 * (2 + num2 /5)`

Correct answer.

1/1p

Total points:

1/1p

11. Can be used to create a variable of type integer

- ☒ `var = 382`
- ☐ `var = "382"`
- ☐ `var = 38.2`
- ☐ `var = [382]`

Correct answer.

1/1p

Total points:

1/1p

12. Given the following Python code

```
message = "Good morning"
num = 85
Message = 2
print(message)
```

- ☒ **Good morning**
- ☐ **20**
- ☐ **string**
- ☐ **int**

Correct answer.

1/1p

Total points:

1/1p

13.

```
firstName = 'john'
lastName = "smith"
name = firstName + lastName
```

after executing the above code, the value of the variable name is

- ☐ **string**
- ☒ **johnsmith**
- ☐ **can not be computed**
- ☐ **Non of the above**

Correct answer.

1/1p

Total points:

1/1p

14.

```
a = 3 + 2.56
```

- ☒ **a is a float number**
- ☐ **a is an integer number**
- ☐ **a is a string**

☐ **Non of the above**

Correct answer.

1/1p

Total points:

1/1p

15. `var2 = 'HelloPython'`
 `print(var2[1:5])`

the output of this program is

- ☐ **1:5**
- ☐ **Hello**
- ☒ **ello**
- ☐ **ython**

Correct answer.

1/1p

Total points:

1/1p

16. `a=3.5`
 `b = 2.5`
 `c = a // b`

- ☒ **float**
- ☐ **integer**
- ☐ **1.5**
- ☐ **1**

Correct answer.

1/1p

Total points:

1/1p

17. A program with syntax errors can execute but might produce incorrect results.

- ☐ **True**
- ☒ **False**

Correct answer.

1/1p

Total points:

1/1p

18. Although the syntax of programming languages differs, the same program logic can be expressed in different languages.

☒ **True**
☐ **False**

Correct answer.

1/1p

Total points:

1/1p

19. Which of the following are invalid identifiers in Python?

☒ **Total-sum**
☐ **Error**
☐ **Error_count**
☐ **None of the above**

Correct answer.

1/1p

Total points:

1/1p

20. A sequence of one or more characters used to provide a name for a given program element such as variables and functions

☒ **Identifier**
☐ **Variable**
☐ **String**
☐ **Character**

Correct answer.

1/1p

Total points:

1/1p