
1.

A Python module is a file with the _____ file extension that contains valid Python code.

☐ .module

☐ .py

☐ .pym

☐ .pymodule

2.

To use a module in another module, you must import it using an _____ statement.

Type Your Answer Here

3.

A package is a folder containing one or more Python modules. One of the modules in a package must be called _____.

☐ init.py

☐ __init__.py

☐ __main__.py

☐ __package__.py

☐ main.py

Suppose a function called `add()` is defined in a module called `adder.py`. Which of the following code snippets correctly show how to import and use the `add()` function? Select all that apply.

☐

Python

```
from adder import add

result = add(2, 3)
```

☐

Python

```
import add from adder

result = add(2, 3)
```

☐

Python

```
import adder

result = adder.add(2, 3)
```

☐

Python

```
from adder import add

result = adder.add(2, 3)
```

5. What is the output of the following piece of code?

```
from math import factorial
print(math.factorial(5))
```

a)120

b)Nothing is printed

c)Error, method factorial doesn't exist in math module

d)Error, the statement should be: `print(factorial(5))`

6. What is the output of the following piece of code?

```
#mod1
def change(a):
    b=[x*2 for x in a]
    print(b)
#mod2
def change(a):
    b=[x*x for x in a]
    print(b)
from mod1 import change
from mod2 import change
#main
s=[1,2,3]
change(s)
a)[2,4,6]. b)[1,4,9].
c)[2,4,6]. and [1,4,9]. d)There is a name clash
```

7. Program code making use of a given module is called a _____ of the module.

- a) Client b) Docstring
- c) Interface d) Modularity

8. What is the output of `print(math.factorial(-4))`?

- a) 24 b) 120 c) error d) 24.0