1. ASLSP03x-01 Condition compare equality of two variables

The variables **guess** and **number** both store integers (whole numbers). Which of the following is the correct code for a condition to check if their values are equal?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | guess = number |
|  | guess == number |

*How confident are you of your answer?*

0

50

100%

2. ASLSP03x-02 If statement checking equality of two variables

Which of the following is the correct statement to check if the values of **guess** and **number** are equal?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | if (guess = number) |
|  | if guess = number: |
|  | if (guess == number) |
|  | if guess == number: |

*How confident are you of your answer?*

0

50

100%

3. ASLSP03x-03 Continuing a decision making structure

Assuming that the values of the variables **guess** and **number** are not equal, which of the following code blocks is the correct way to then check if the value of **guess** is less than the value of **number**:

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | else if (guess < number) |
|  | else if guess < number: |
|  | elif (guess < number) |
|  | elif guess < number: |
|  | else guess < number: |

*How confident are you of your answer?*

0

50

100%

4. ASLSP03x-04 Else block

Which of the following code blocks is correct:

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | else     print("Too high, try again.") |
|  | else: print("Too high, try again.") |
|  | else:     print("Too high, try again.") |
|  | else {     print("Too high, try again.")  } |

*How confident are you of your answer?*

0

50

100%

5. ASLSP03x-05 Counting for loop

A **for** loop can be used as a counting loop in Python, to repeat a block of code a certain number of times. How would you use a **for** loop to repeat a block of code 10 times?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | for (i=0; i<10; i++) |
|  | for i in range(9): |
|  | for i in range(10): |
|  | for i in range(11): |

*How confident are you of your answer?*

0

50

100%

6. ASLSP03x-06 Break statement

What is the effect of the **break** statement within a loop?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | It terminates the program |
|  | It moves program control back to the top of the current loop |
|  | It terminates the current loop and moves program control to the next statement after the loop |

*How confident are you of your answer?*

0

50

100%

7. ASLSP03x-07 for - else

What is the effect of an **else** attached to a **for** loop block, e.g.  
for i in range(10):  
    *some code*  
else:  
    *more code*

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | The code associated with the **else** is executed instead of the **for** loop |
|  | The code associated with the **else** is always executed after the **for** loop has completed |
|  | The code associated with the **else** is executed after the **for** loop has completed, unless the loop was terminated with a **break** statement |
|  | It's not valid |

*How confident are you of your answer?*

0

50

100%

8. ASLSP03x-08 Repeating as long as the user wants to

The variable **play\_again** stores a **boolean** value (**True** or **False**). The program needs to repeat a block of code as long as the value of **play\_again** is **True**. Which of the following statements is *not* the correct way to do this?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | while play\_again == True: |
|  | while play\_again: |
|  | while not play\_again: |

*How confident are you of your answer?*

0

50

100%

9. ASLSP03x-09 Infinite loop

An *infinite* loop repeats a block of code indefinitely (until or unless a statement in the loop block instructs it to stop). What is the correct way to implement an infinite loop in Python?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | while: |
|  | while true: |
|  | while True: |
|  | while False: |

*How confident are you of your answer?*

0

50

100%

10. ASLSP03x-10 Checking the user's choice

The variable **choice** stores input from the user indicating whether s/he wants to play again, "y" or "n". What is the correct code to check if the value of **choice**, converted to lowercase, is equal to "n", indicating that s/he doesn't want to play again?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | if choice.lower() = "n": |
|  | if choice.lower() == "n": |
|  | if choice.islower() = "n": |
|  | if choice.islower() == "n": |

*How confident are you of your answer?*

0

50

100%

11. ASLSP03x-11 Using a for loop to process the characters in a string

The variable **message** contains a string. What is the correct **for** loop statement to process each character of the string, one at a time?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | for character: message |
|  | foreach character in message: |
|  | for character in message: |
|  | for i=0; i<len(message); i++ |

*How confident are you of your answer?*

0

50

100%

12. ASLSP03x-12 Check if a character is a lowercase letter

The variable **character** contains a single character. What is the correct code to check if the character is a lowercase letter?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | if character.isalpha(): |
|  | if character.isalnum(): |
|  | if character.islower(): |
|  | if character.lower(): |

*How confident are you of your answer?*

0

50

100%

13. ASLSP03x-13 Importing ascii\_lowercase from string

What is the correct way to import the variable **ascii\_lowercase** from the module **string**?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | from ascii\_lowercase import string |
|  | from string import ascii\_lowercase |
|  | import string.ascii\_lowercase |
|  | import ascii\_lowercase from string |

*How confident are you of your answer?*

0

50

100%

14. ASLSP03x-14 Checking the index of a character in a string

The string **ascii\_lowercase** contains the letters of the alphabet in lowercase, i.e. "abcdefg...xyz". Assuming the variable **character** contains a lowercase letter, the program needs to determine the position of the letter in the alphabet. Which of the following is *not* the correct statement to do this?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | index = ascii\_lowercase.count(character) |
|  | index = ascii\_lowercase.find(character) |
|  | index = ascii\_lowercase.index(character) |

*How confident are you of your answer?*

0

50

100%

15. ASLSP03x-15 Identifying the corresponding letter at the opposite end of the alphabet

The variable **index** stores an integer representing the position of a letter in the alphabet, where index 0 corresponds to a, index 1 is b, and so on. How would you determine the letter at the *opposite* end of the alphabet, i.e. a -> z, b -> y, c -> x, ..., z -> a?

*Choose one of the following answers.*

|  |  |
| --- | --- |
|  | ascii\_lowercase[index] |
|  | ascii\_lowercase[25-index] |
|  | ascii\_lowercase[26-index] |
|  | ascii\_lowercase[index-25] |

*How confident are you of your answer?*

0

50

100%