

Week 1 Quiz

11 Questions

1. Int, string, float, tuple and boolean are examples of what kind of attributes in Python?

1/49 ☐ A Constants

48/49 ☒ B Types

0/49 ☐ C Functions

0/49 ☐ D Conditionals

2. In the code pictured here, what kind of programming structure does "def add" represent?

1/53 ☐ A defender

0/53 ☐ B class

0/53 ☐ C object

52/53 ☒ D function

```
def add(a,b):  
    return a + b  
  
print (add(input(),input()))
```

3. In the code pictured here, from the functions perspective, what are the variables "a" and "b" called?

1/47 ☐ A keywords

11/47 ☐ B variables

1/47 ☐ C values

34/47 ☒ D parameters

```
def add(a,b):  
    return a + b  
  
print (add(input(),input()))
```

4. In the code pictured here, what will be printed when the program is run with inputs "2" and "5"

4/50 ☒ A 25

45/50 ☐ B 7

0/50 ☐ C input

1/50 ☐ D an error will occur

```
def add(a,b):  
    return a + b  
  
print (add(input(),input()))
```

5. In the code pictured here, what type of programming structure is represented by the variable "trees"?

```
trees = ("eucalyptus", "palm", "pine")
print(trees[1])
```

1/49 ☐ A Dictionary

35/49 ☒ B Tuple

7/49 ☐ C List

6/49 ☐ D Set

6. In the code pictured here, what will be printed when the program is run?

```
trees = ("eucalyptus", "palm", "pine")
print(trees[1])
```

4/49 ☐ A eucalyptus

44/49 ☒ B palm

0/49 ☐ C pine

1/49 ☐ D error

7. In the code pictured here, the statement "while" is an example of what programming structure?

```
i = 1
while i < 5:
    print(i)
    i += 1

print("completed: ", i)
```

42/49 ☒ A loop

7/49 ☐ B conditional

0/49 ☐ C function

0/49 ☐ D class

8. In the code pictured here, what will be printed when the program is run?

```
i = 1
while i < 5:
    print(i)
    i += 1

print("completed: ", i)
```

1/49 ☐ A 0

1

2

3

4

completed: 4

45/49 ☒ B 1

2

3

4

completed: 5

3/49 ☐ C 1

2

3

4

5

completed: 5

9. Abstraction is a programming principle that accomplishes which of the following?

2/49 ☐ A Hides complexity

3/49 ☐ B Increase efficiency

0/49 ☐ C Support code reuse

44/49 ☒ D All of the above

10. A pre-existing codebase designed to solve a particular type of problem is called a software library.

45/48 ☒ T True

3/48 ☐ F False

11. Which of the following is an advantage of using a third-party software library?

48/49 ☒ A saves time and extends expertise

0/49 ☐ B dependence of external resources

1/49 ☐ C makes the program run faster

0/49 ☐ D get to learn library rather than language