**Questions**

For questions 1–6, assume that the variable data refers to the list [10, 20, 30].

1. The expression data[1] evaluates to
2. 10
3. 20
4. The expression data[1:3] evaluates to
5. [10, 20, 30]
6. [20, 30]
7. The expression data.index(20) evaluates to
8. 1
9. 2
10. True
11. The expression data + [40, 50] evaluates to
12. [10, 60, 80]
13. [10, 20, 30, 40, 50]
14. After the statement data[1] = 5, data evaluates to
15. [5, 20, 30]
16. [10, 5, 30]
17. After the statement data.insert(1, 15), the original data evaluates to
18. [15, 10, 20, 30]
19. [10, 15, 30]
20. [10, 15, 20, 30]

For questions 7–9, assume that the variable info refers to the dictionary {"name":"Sandy", "age":17}.

1. The expression list(info.keys()) evaluates to
2. ("name", "age")
3. ["name", "age"]
4. The expression info.get("hobbies", None) evaluates to
5. "knitting"
6. None
7. 1000
8. The method to remove an entry from a dictionary is named
9. delete
10. pop
11. remove
12. Which of the following are immutable data structures?
13. dictionaries and lists
14. strings and tuples

**QUESTIONS**

1. An instance variable refers to a data value that
2. Is owned by a particular instance of a class and no other
3. Is shared in common and can be accessed by all instances of a given class

1. The name used to refer to the current instance of a class within the class definition is
2. this
3. other
4. self

1. the purpose of the \_\_init\_\_method in a class definition is to
2. build and return a string representation of the instance variables
3. set the instance variables to initial values

1. A method definition
2. can have zero or more parameter names
3. always must have at least one parameter name, called self

1. the scope of an instance variable is
2. the statements in the body of the method where it is introduced
3. the entire class in which it is introduced
4. the entire module where it is introduced

1. An object’s lifetime ends
2. several hours after it is created
3. when it can no longer be referenced anywhere in a program
4. when its data storage is recycled by the garbage collector

1. A class variable is used for data that
2. all instances of a class have in common
3. each instance owns separately

1. Class B is a subclass of class A. The \_\_init\_\_ methods in both classes expect no arguments. The call of class A’s \_\_init\_\_ method in class B isa. A.\_\_init\_\_()

b. A.\_\_init\_\_(self)

1. The easiest way to save objects to permanent storage is to
2. convert them to strings and save this text to a text file
3. pickle them using the pickle function dump

1. A polymorphic method
2. has a single header but different bodies in different classes
3. creates harmony in a software system