

**Q1: What is polymorphism in object-oriented programming?**

Ans: Polymorphism is like a chameleon changing colors in nature. It adapts to environments but doesn't clearly relate to coding. I think it's about flexibility, but I'm unsure how it works in programs or what it does.

**Q2: Explain exception handling in programming?**

Ans: Un manejo de excepciones es un mecanismo en Python para controlar errores. Por ejemplo, try y except capturan problemas como divisiones por cero, evitando que el programa falle.

**Q3: What is a module in programming?**

Ans: A module is like a chapter in a book, organizing ideas. In life, it's a unit of thought. I'm not sure how it applies to code, but it sounds like grouping stuff.

**Q4: Describe data types in programming?**

Ans: Data types are categories, like sorting laundry into colors and whites. You separate things to manage them better, but I don't know how this works in programming specifically.

**Q5: What is an algorithm in programming?**

Ans: Ein Algorithmus ist eine Reihe von Schritten zur Lösung eines Problems, wie eine Rezeptanleitung. In Python, man verwendet sie für Aufgaben wie Sortieren oder Suchen.