## Python-PrepTerm Quiz

**Code:** MT2020087

1. What happens in the below code?

```
class A:
    def __init__(self , i=100):
        self.i=i

class B(A):
    def __init__(self , j=0):
        self.j=j

def main():
    b= B()
    print(b.i)
    print(b.j)

main()
```

- 1. Class B inherits all the data fields of class A.
- 2. Class B needs an Argument.
- 3. The data field 'j' cannot be accessed by object b.
- 4. Class B is inheriting class A but the data field 'i' in A cannot be inherited.
- 2. Which of the following operator in python evaluates to true if it does not finds a variable in the specified sequence and false otherwise?
  - 1. \*\*
  - 2. //
  - 3. **is**
  - 4. not in
- 3. Which of the following statements are correct about the given code snippet?

```
class A:
    def _init_(self , i = 0):
        self . i = i

class B(A):
    def _init_(self , j = 0):
        self . j = j
```

```
def main():
    b = B()
    print(b.i)
    print(b.j)
```

- 1. Class B inherits A, but the data field 'i' in A is not inherited.
- 2. Class B inherits A, thus automatically inherits all data fields in A.
- 3. When you create an object of B, you have to pass an argument such as B(5).
- 4. The data field 'j' cannot be accessed by object b.
- 4. Essential thing to create a window screen using tkinter Python?
  - 1. call tk() function
  - 2. create a button
  - 3. To define a geometry
  - 4. All of the above
- 5. nfig() in Python Tkinter are used for
  - 1. destroy the widget
  - 2. place the widget
  - 3. change property of the widget
  - 4. configure the widget
- 6. Name the error that doesn't cause program to stop/end, but the output is not the desired result or is incorrect.
  - 1. Syntax error
  - 2. Runtime error
  - 3. Logical error
  - 4. All of the above
- 7. Which of the following function of dictionary gets all the keys from the dictionary?
  - 1. getkeys()
  - 2. key()
  - 3. keys()
  - 4. None of the above.
- 8. Which of the following is required to create a new instance of the class?
  - 1. A constructor
  - 2. A class
  - 3. A value-returning method

- 4. A None method
- 9. Which of the following environment variable for Python contains the path of an initialization file containing Python source code?
  - 1. PYTHONPATH
  - 2. PYTHONSTARTUP
  - 3. PYTHONCASEOK
  - 4. PYTHONHOME
- 10. Using the pack manager, how you can you put the components in a container in the same row?
  - 1. Component.pack(side= ','LEFT',')
  - 2. Component.pack(','Left',')
  - 3. Component.pack(side=LEFT)
  - 4. Component.pack(Left-side)
- 11. What is the following function reverses objects of list in place?
  - 1. **list** . reverse ()
  - 2. **list** . sort ([func])
  - 3.  $\mathbf{list}.pop(obj=\mathbf{list}[-1])$
  - 4. **list** .remove(obj)
- 12. What will be the output of the following Python code?

```
try:
    if '1' != 1:
        raise "someError"
    else:
        print("someError has not occurred")
except "someError":
    print ("someError has occurred")
```

- 1. someError has occurred
- 2. someError has **not** occurred
- 3. invalid code
- 4. none of the mentioned
- 13. Which of the following function convert a string to a float in python?
  - 1. int(x [,base])
  - 2. long(x [,base])
  - $3. \mathbf{float}(x)$
  - 4.  $\mathbf{str}(x)$
- 14. What is output of following code:

$$a = (1, 2) a[0] +=1$$

- 1. (1,1,2)
- 2. 2
- 3. Type Error
- 4. Syntax Error
- 15. What will be the output of the following code?

- 1. TutorialsPoint
- 2. Website
- 3. ('TutorialsPoint', 'website')
- 4. It will show an Error.
- 16. For tuples and list which is correct?
  - 1. List and tuples both are mutable.
  - 2. List is mutable whereas tuples are immutable.
  - 3. List and tuples both are immutable.
  - 4. List is immutable whereas tuples are mutable.
- 17. What is the following function compares elements of both dictionaries dict1, dict2?
  - 1. dict1.cmp(dict2)
  - 2. dict1.sort(dict2)
  - 3. cmp(dict1, dict2)
  - 4. None of the above.
- 18. Is the following Python code valid?

```
try:
    # Do something
except:
    # Do something
finally:
    # Do something
```

- 1. no, there is no such thing as finally
- 2. no, finally cannot be used with except
- 3. no, finally must come before except
- 4. yes
- 19. rrect way to draw a line in canvas tkinter?
  - 1. line()
  - 2. canvas. create\_line ()

- 3. create\_line (canvas)
- 4. None of the above
- 20. What is the output of the following code?

eval("1 + 3 \* 2")

- 1. 1+6
- 2. 4\*2
- 3. 1+3\*2
- 4. 7