## Python-PrepTerm Quiz

Code: MT2020112
1. How to create a frame in Python?
<ol> <li>Frame = new.window()</li> <li>Frame = frame.new()</li> <li>Frame = Frame()</li> <li>Frame = window.new()</li> <li>Syntax error in python is detected by at</li> </ol>
1. compiler/ compile time 2. interpreter/ run time 3. compiler/ run time 4. interpreter/ compile time
3. Which of the following function convert a String to a list in python?
<ol> <li>repr(x)</li> <li>eval(str)</li> <li>tuple(s)</li> <li>list (s)</li> </ol>
4. Which of the following function sets the integer starting value used in generating random numbers?
<ol> <li>choice(seq)</li> <li>randrange ([start ,] stop [, step])</li> <li>random()</li> <li>seed([x])</li> </ol>
5. 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
- 6. When is the finally block executed?
  - 1. when there is no exception
  - 2. when there is an exception
  - 3. only if some condition that has been specified is satisfied
  - 4. always
- 7. What is the output for:

```
'you are doing well' [2:999]

1. 'you are doing well'
2. ''
3. Index error.
4. 'u are doing well'
```

8. What is the output of the code?

```
def f():
    try:
        return(1)
    finally:
        return(2)
k=f()
print(k)
```

- 1. 1 2
- 2. 2 1
- 3. 2
- 4. Error
- 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. Which of the following environment variable for Python is an alternative module search path?
  - 1. PYTHONPATH
  - 2. PYTHONSTARTUP
  - 3. PYTHONCASEOK
  - 4. PYTHONHOME

- 11. Which of the following statements can be used to check, whether an object obj is an instance of class A or not?
  - 1. obj.isinstance(A)
  - 2. A.isinstance(obj)
  - 3. isinstance(obj, A)
  - 4. **isinstance**(A, obj)
- 12. What is the following function inserts an object at given index in a list?
  - 1. **list** .index(obj)
  - 2. list . insert (index, obj)
  - 3.  $\mathbf{list}.pop(obj=\mathbf{list}[-1])$
  - 4. **list** .remove(obj)
- 13. What will be the output of the following code?

```
print(type(1/2))
```

- 1. <class 'float'>
- 2. <class 'int'>
- 3. NameError: '1/2' is not defined.
- 4. 0.5
- 14. What will be the output of the following Python code?

 $\mathbf{try}:$ 

```
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
- 15. What is output of following code:

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

- 1. (1,1,2)
- 2. 2
- 3. Type Error
- 4. Syntax Error

- 16. What is the output of **print** tinylist \* 2 **if** tinylist = [123, 'john']?
  - 1. [123, 'john', 123, 'john']\lstinline
  - 2.  $[123, 'john'] * 2 \setminus lstinline$
  - 3. Error
  - 4. None of the above.
- 17. 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.
- 18. What will be the output of the following Python code?

def foo(): try: return 1 finally: return 2 k = foo() print(k)

- 1. 1
- 2. 2
- 3. 3
- 4. error, there is more than one return statement in a single try-finally block
- 19. 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):

```
\mathbf{def} _init_(self, j = 0):
 self.j = j
```

**def** main(): b = B()

 $\mathbf{print}(\mathbf{b}.\mathbf{i})$ 

print(b.1)

main()

- 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.
- 20. 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