Python-PrepTerm
Quiz

Code:	MT2020014

1. How many except statements can a try-except block have?

    1. zero
    2. one
    3. more than one
    4. more than zero

2. What will be the output of the below given code?

```
colors = ["white", "Black", "Grey"]
x = "Red" not in colors
```

    1. Yes
    2. No
    3. Error: not in not defined
    4. True

3. 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

4. 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.

5. What will be the output of the following code?

```
for i in ['t', 'n', 'i ', 'o', 'p'][::-1]:
    print(i)
```

1. t n i o p
2. p o i n t
3. t n i o p 1 0 −1
4. p o i n t 1 0 −1

6. 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.

7. 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

8. What is output for **min**("hello world")

   1. e
   2. a blank space character
   3. w
   4. None of the above.

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. What is output of following code:

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

    1. (1,1,2)
    2. 2

3. Type Error

4. Syntax Error

11. Which of the following function convert a string to a float in python?

    1. **int**(x [, base])

    2. **long**(x [,base])

    3. **float**(x)

    4. **str**(x)

12. What will be the output of the following code?

```
minidict = { 'name': 'TutorialsPoint', 'name': 'website'}
print(minidict['name'])
```

    1. TutorialsPoint

    2. Website

    3. ('TutorialsPoint', 'website')

    4. It will show an Error.

13. What is the following function returns item from the list with max value?

    1. **cmp**(**list**)

    2. **len**(**list**)

    3. **max**(**list**)

    4. **min**(**list**)

14. How to create a frame in Python?

    1. Frame = new.window()

    2. Frame = frame.new()

    3. Frame = Frame()

    4. Frame = window.new()

15. Analyze the code:

```
print("Recursive Function")
def factorial(n):
    return(n*factorial(n-1))
factorial(4)
```

    1. Recursive Function 24.

    2. Recursive Function.

    3. Function runs infinitely and causes a StackOverflowError.

    4. Syntax Error.

16. 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.

17. 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

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 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)

20. Which of the following function sets the integer starting value used in generating random numbers?

    1. choice(seq)
    2. randrange ([start ,] stop [, step])
    3. random()
    4. seed ([x])