Q.1. Python files are saved with the extension as?
apython bpe cpy dpi
Q.2. What is the name of the GUI that comes in-built as an interactive shell with Python?
a. PGUI b. Pyshell c. IDLE d. PythonSh
Q.3. IDLE stands for ?
 a. Indigenous Development Lab b. Integrated Development Environment c. Integrated Developers Local Environment d. Indie Developers Environment
Q.4. Which of the following is an assignment operator in Python? a. == b. === c. >>> d. =
Q.5. A user-specified value can be assigned to a variable with this function a. user b. enter c. input d. value
 Q.6. User input is read as? a. Floating Decimal b. Text String c. Boolean Value d. Integer

Q.7. What will be the output after the following statements? $\mathbf{x} = \mathbf{6}$ y = 3print(x / y)a. **2.0** b. 2 c. 18 d. 18.0 Q.8. What will be the data type of x after the following statement if input entered is 18? x = input('Enter a number: ') a. Float **b.** String c. List d. Integer Q.9. What will be the data type of y after the following statements? x = 71y = float(x)a. Float b. String c. List d. Integer Q.10. What is the data type of x after the following statement? x = [7, 8, 9, 10]a. List b. Dictionary c. Tuple d. String Q.11. Which of the following does not correctly create an object instance? A. puppy = Dog("Jamie") B. dog = Dog("Jamie") C. jamie = Dog()

D. pupper = new Dog("Jamie")

Q12. Which of the following is required to create a new instance of the class?

- A. constructor
- B. class
- C. value-returning method
- **D.** None method

Q13. Which of the following statements is most accurate for the declaration x = Circle()?

A.x contains an int value.

B.x contains an object of the Circle type.

C.x contains a reference to a Circle

object.

D. You can assign an int value to x.

Q14. Create a Cricle class and intialize it with radius. Make two methods getArea and getCircumference inside this class.Bottom of Form

```
class circle: def getarea(self,area,result):
self.area=area
self.result=result
result=2(3.14*self.area)
def getcircumference(self,circumfrence):
self.circumfrence=circumference
def display(self):
print(self.result)
obj1=circle()
obj1.getarea(5)
obj1.getcircumfrence()
obj1.display()
```

Q15.Create a Temprature class. Make two methods:

- 1. convertFahrenheit It will take celsius and will print it into Fahrenheit.
- 2. convertCelsius It will take Fahrenheit and will convert it into Celsius.

```
class circle: def getarea(self,area,result):
self.area=area
self.result=result
result=2(3.14*self.area)
def getcircumference(self,circumfrence):
self.circumfrence=circumference
def display(self):
print(self.result)
obj1=circle()
obj1.getarea(5)
obj1.getcircumfrence()
obj1.display()
```

Q16.Create a Student class and initialize it with name and roll number. Make methods to :

- 1. Display It should display all informations of the student.
- 2. setAge It should assign age to student
- 3. setMarks It should assign marks to the student.

```
class student: def __init__(self):
self.name=input("enter name :")
self.roll no=input("enter roll no")
self.dic1={'name':self.name,'roll no':self.roll no}
def display(self):
print(self.dic1)
def setage(self): s
elf.age=int(input("enter age :"))
self.dic1['age']=self.age
def setmarks(self):
self.marks=int(input("enter marks :"))
self.dic1['marks']=self.marks
obj1=student()
obj1.display()
obj1.setage()
obj1.setmarks()
obj1.display()
```

O17. Create a Time class and initialize it with hours and minutes.

- 1. Make a method addTime which should take two time object and add them. E.g.- (2 hour and 50 min)+(1 hr and 20 min) is (4 hr and 10 min)
- 2. Make a method displayTime which should print the time.
- 3. Make a method DisplayMinute which should display the total minutes in the Time. E.g.- (1 hr 2 min) should display 62 minute.

```
class Time: def addtime(self):
    self.hr=int(input("enter hours :"))
    self.min=int(input("enter minute :"))
    def displaytime(self):
    print("{}:{}".format(self.hr,self.min))
    def displayminute(self):
    self.minute=(self.hr*60) +self.min
    print(" Totle minute in this time = ",self.minute)
    obj1=Time()
    obj1.addtime()
    obj1.displaytime()
```

Q18. Implement Stack using Switch Case

Q19. Implement Queue Using Switch Case