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HSSC-I NATIONAL BOOK FOUNDATION FBISE

COMPUTER TEST - CHAPTER 3: PROGRAMMING FUNDAMENTALS

Name:		Roll No.		Section:

Total Time: 2:30 Hour
Time Allowed: 150 Minutes

Total Marks: 150

PAPER OBJECTIVE
SECTION-A (MARKS 150)

NOTE: Section-A is compulsory. All parts of this section are to be answered on these pages and handed over to the center superintendent. Deleting / overwriting is not allowed. Do not use lead pencil.

Q.1 Fill the relevant bubble for each part. All parts carry one mark.

Questions	A	B	C	D	A B C D
1. A set of well-defined instructions that a computer can execute to solve a problem is called a:	Data file	Protocol	Computer program	Network	○○●○
2. When a program is executed, it is loaded into:	Keyboard	Monitor	Main memory	Hard disk only	○○●○
3. A program and its data are kept in main memory for:	Easier deletion	Better printing	Faster execution	Lower cost	○○●○
4. Computer programs are generally categorized into:	Inactive and batch programs	Interactive and badge programs	Static and dynamic programs	Interactive and batch programs	○○○●
5. An interactive program accepts input from:	A user or another program like a web browser	Nobody	Only a printer	Only a disk	●○○○
6. In a batch program, multiple commands are bunched together and processed:	Randomly	Never	Sequentially, then it halts	Only by the user	○○●○
7. Print jobs lined up in a queue are an example of a:	Compiler	Batch program	Interactive program	Debugger	○●○○
8. The rules for writing code in a programming language are called its:	Variable	Library	Output	Syntax	○○○●
9. A compiler converts source code into an object file containing:	Pseudocode	Binary data (machine language)	Images	Plain English	○●○○
10. Which of the following languages uses a compiler?	C++	Python	Ruby	JavaScript	●○○○
11. Which of the following languages uses an interpreter?	Java	Python	Fortran	C++	○●○○
12. An interpreter converts high-level code to machine language:	Line by line as the code executes	All at once before execution	Only after saving	Never	●○○○

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Questions	A	B	C	D	A B C D
13. Python was first introduced in:	1992	1994	1990	2022	●○○○
14. Python is described as a high-level, object-oriented and _____ language.	Machine-only	Binary	Hardware-only	Human-friendly	○○○●
15. Which is a Python web development framework mentioned in the book?	Django	Oracle	Photoshop	Excel	●○○○
16. Python's syntax is quite similar to:	Binary	English	Assembly	Hexadecimal	○●○○
17. Python IDLE can be downloaded from:	nbf.org.pk	microsoft.com only	python.org	google.com only	○○●○
18. An online IDE mentioned in the book is:	Photoshop	Notepad	Replit	Excel	○○●○
19. REPL stands for:	Read- Eval- Print- Loop	Record- Evaluate- Process- Loop	Run- Edit- Program- Load	Read- Execute- Print- Link	●○○○
20. Assigning meaningful names to files and projects is:	A bad practice	Not possible	A good practice	Not allowed	○○●○
21. Turtle graphics is installed with:	Excel	Windows only	Python	Linux only	○○●○
22. The first statement needed to use turtle graphics in the shell is:	use turtle	open turtle	import turtle	start turtle	○○●○
23. In turtle graphics, all measurements are in terms of:	Pixels	Inches	Centimetres	Points	●○○○
24. In turtle graphics, the pen is called the:	Cursor	Turtle	Brush	Marker	○●○○
25. The default pen colour in turtle graphics is:	Green	Black	Red	Blue	○●○○
26. The turtle.circle() function takes which input?	Diameter	Area	Radius	Colour	○○●○
27. The turtle function that clears the canvas is:	turtle.clear_all()	turtle.erase()	turtle.reset()	turtle.wipe()	○○●○
28. The forward() function draws in the:	Upward direction only	Random direction	Reverse direction	Direction of the pen	○○○●
29. The left() and right() functions take input in terms of:	Colours	Angles	Radii	Pixels	○●○○

Questions	A	B	C	D	A B C D
30. By default, Python turtle uses angles in:	Pixels	Degrees	Radians	Gradians	○●○○
31. To lift the pen so it does not draw, we use:	reset()	dot()	penup()	pendown()	○○●○
32. To put the pen back on the canvas to draw, we use:	left()	back()	pendown()	penup()	○○●○
33. The turtle.dot(10, "Blue") statement draws a:	Blue circle of radius 10	Blue square	Blue line of 10 pixels	Blue dot of size 10 pixels	○○○●
34. A set of code written for a particular task is called a:	Library	Variable	Bug	Loop	●○○○
35. To use a library, we need to:	Import it	Compile it twice	Format it	Delete it	●○○○
36. Python does not support the date type by default, so we use the:	turtle library	math library only	datetime library	random library	○○●○
37. Pip is a:	Antivirus	Text editor	Programming language	Package manager for installing Python packages	○○○●
38. The command to install the datetime package is:	pip install datetime	python datetime	install datetime	get datetime	●○○○
39. The strftime() function is used to:	Draw shapes	Sort lists	Format date and time	Open files	○○●○
40. The '%A' argument of strftime() returns:	The day name	The month name	The year	The hour	●○○○
41. The '%B' argument of strftime() returns:	The month name	The year	The day name	The minute	●○○○
42. A Python variable name cannot:	Contain underscores	Start with a number	Contain letters	Contain digits after the first character	○●○○
43. In Python, variable names are:	Always uppercase	Case insensitive	Always lowercase	Case sensitive	○○○●
44. A Python variable name cannot contain:	Letters	Numbers (not at the start)	Spaces	Underscores	○○●○
45. Which variable name is valid in Python?	2var	temp-var	my var	Temp_var	○○○●
46. A logical error in code is called a:	Syntax	Bug	Loop	Library	○●○○

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Questions	A	B	C	D	A B C D
47. The simplest method of finding a logic bug by hand is a:	Format	Dry run	Compilation	Installation	○●○○
48. In the swap example, the third variable used is called:	hold1	new	temp	swap	○○●○
49. Which Python data type stores whole numbers?	list	str	int	tuple	○○●○
50. Which Python data type stores numbers with decimal points?	int	float	tuple	str	○●○○
51. A sequence of characters is handled by the _____ data type.	float	string	bool	int	○●○○
52. A Python list is written using:	Angle brackets < >	Square brackets [ ]	Parentheses ( )	Curly braces { }	○●○○
53. A tuple is written using:	Angle brackets < >	Curly braces { }	Square brackets [ ]	Parentheses ( )	○○○●
54. A tuple is different from a list because it is:	Immutable	Always numeric	Always empty	Mutable	●○○○
55. The print() function:	Outputs whatever is inside the parentheses	Closes the shell	Deletes a variable	Takes input from the user	●○○○
56. The input() function treats the entered data as a set of:	Digits	Floats	Characters	Booleans	○○●○
57. To convert an entered numeral to a number, the book uses the:	eval() function	len() function	max() function	print() function	●○○○
58. If num = input() reads 123 as text, then num + num gives:	123123	246	Error	123	●○○○
59. If num = eval(input()) reads 123, then num + num gives:	123123	123	Error	246	○○○●
60. Joining two strings together is called:	Subtraction	Concatenation	Division	Iteration	○●○○
61. The modulo operator in Python is:	**	//	/	%	○○○●
62. 5 % 4 in Python returns:	4	1	1.25	0	○●○○
63. 5 // 4 in Python returns:	2	1	1.25	0	○●○○

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Questions	A	B	C	D	A B C D
64. The exponentiation operator in Python is:	**	^^	//	%%	●○○○
65. Which has the highest precedence in Python?	Modulo	Parentheses	Subtraction	Addition	○●○○
66. Operators with the same precedence are evaluated from:	Randomly	Right to left	Left to right	Bottom to top	○○●○
67. The expression i += 1 is the same as:	i = i * 1	i = 1	i = i - 1	i = i + 1	○○○●
68. The expression i *= 3 is the same as:	i = i + 3	i = i - 3	i = i * 3	i = 3	○○●○
69. Bitwise operators are used to compare:	Files	Strings only	Binary numbers	Lists only	○○●○
70. The bitwise OR operator in Python is:	&	~	^	|	○○○●
71. The bitwise XOR operator in Python is:	|	~	^	&	○○●○
72. The bitwise NOT operator in Python is:	~	^	|	&	●○○○
73. The left shift operator in Python is:	<=	>>	!=	<<	○○○●
74. The right shift operator in Python is:	==	<<	>>	>=	○○●○
75. The bitwise NOT operator is a _____ operand operator.	Triple	Single	Four	Double	○●○○
76. Membership operators in Python are:	if and else	and and or	is and as	in and not in	○○○●
77. The result of 5 in [1, 3, 5, 7] is:	True	5	False	Error	●○○○
78. The operator != in Python is used for:	Logical OR	Equal	Logical AND	Not equal	○○○●
79. The operator == in Python is used for:	Equal	Not equal	Logical AND	Assignment	●○○○
80. Python has how many comparison operators in Table 3.3?	Four	Six	Ten	Eight	○●○○

Questions	A	B	C	D	A B C D
81. Logical operators are used to combine:	Variables only	Multiple conditions in one statement	Strings only	Files	○●○○
82. Python provides how many logical operators?	Two	Three	Four	Five	○●○○
83. The 'or' operator gives a true outcome when:	No condition is met	Any one condition is met	Exactly two are met	All conditions are met	○●○○
84. The 'not' operator:	Prints the outcome	Doubles the outcome	Stores the outcome	Negates the outcome	○○○●
85. The condition 1 < x < 10 can be written in Python as:	(x > 1) or (x < 10)	not (x > 10)	x > 1 + 10	(x > 1) and (x < 10)	○○○●
86. In an if statement, which symbol must be put after the condition?	Colon (:)	Period (.)	Semicolon (;)	Comma (,)	●○○○
87. In an if statement, if the condition does not match, the if block is:	Deleted	Printed	Not executed	Executed twice	○○●○
88. The statement that handles all other outcomes when the if condition fails is:	for	else	def	elif	○●○○
89. The keyword 'elif' is short for:	else-for	end-if	each-if	else-if	○○○●
90. In an if-elif-else statement, the else part executes:	Never	Always first	Only if all other conditions fail	Always last even if others are true	○○●○
91. To treat zero separately, the program should check num == 0:	Last	Inside the else	First	Never	○○●○
92. The most commonly used loop in the book is the:	goto loop	for loop	do loop	repeat loop	○●○○
93. range(5) in a for loop executes the loop body:	Once	5 times	4 times	6 times	○●○○
94. The loop for i in range(5) starts counting at:	-1	0	5	1	○●○○
95. The last value of i in for i in range(5) is:	0	6	4	5	○○●○
96. How many times does for i in range(10, 0, -1) run?	9	0	11	10	○○○●
97. In the triangle programs, (i+1) is used because the index:	Is a string	Is negative	Starts from 1	Starts from 0	○○○●

Questions	A	B	C	D	A B C D
98. A Python list is:	Fixed and holds one value	Only numeric	Alterable and can contain many values	Only text	○○●○
99. In a list, the index of the first element is:	0	2	-1	1	●○○○
100. In Sngl_Dgt_Odd_Nums = [1,3,5,7,9], the value at index 2 is:	5	1	7	3	●○○○
101. The len() function of a list returns:	The total number of elements	The largest element	The smallest element	The sum of elements	●○○○
102. The min() function returns the:	Sum	Smallest element	Largest element	Count	○●○○
103. The max() function returns the:	Largest element	Count	Sum	Smallest element	●○○○
104. The sum() function applied to [1,3,5,7,9] gives:	25	9	20	24	●○○○
105. The insert() function of a list:	Closes the list	Sorts the list	Deletes an element	Inserts an element at a given position	○○○●
106. The index() function returns the position of the:	First match of a value	Last match of a value	Largest value	Smallest value	●○○○
107. The list append() function adds an element at the:	Start of the list	End of the list	Middle of the list	Nowhere	○●○○
108. The random module's function used in the book is:	random_all()	randint()	rand_list()	getnum()	○●○○
109. randint(1, 99) generates a number between:	0 and 99 only	1 and 100	0 and 100	1 and 99	○○○●
110. The abs() function returns the:	Sum of a list	Negative of a number	Magnitude, discarding the negative sign	Square of a number	○○●○
111. The keyword used to define a function in Python is:	function	define	func	def	○○○●
112. A function definition header ends with:	A comma (,)	A semicolon (;)	A period (.)	A colon (:)	○○○●
113. Functions help to:	Increase code length	Stop the program	Divide code into manageable segments	Delete variables	○○●○
114. Values passed to a function are called:	Libraries	Loops	Comments	Arguments	○○○●

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Questions	A	B	C	D	A B C D
115. A variable defined inside a function is called a:	Constant	Global variable	Local variable	Library	○○●○
116. A variable defined in the main program is called a:	Global variable	Parameter list	Argument	Local variable	●○○○
117. The scope of a local variable is limited to:	The function itself	The operating system	The disk	The whole program	●○○○
118. The order of arguments while calling a function should be:	The same as in the function definition	Reversed	Alphabetical	Random	●○○○
119. A function returns its result using the keyword:	give	send	output	return	○○○●
120. A function can return how many values (as per the book)?	No value	Two values	Many values always	A single value	○○○●
121. A bug is generally a(n):	Network cable	Unanticipated logical error	Hardware part	Screen colour	○●○○
122. Debugging a large program by hand dry-run is:	Tedious and hard	Not needed	Impossible always	Easy always	●○○○
123. In IDLE, the debugger is found in the _____ menu.	Edit	File	Format	Debug	○○○●
124. In the Debug Control window, the Go button:	Skips a function	Exits the program	Jumps directly to the breakpoint	Executes one line	○○●○
125. In the Debug Control window, the Over button is used when:	The program ends	There is a function call to skip	A variable is created	A file is opened	○●○○
126. In the Debug Control window, the Out button is used to:	Start a function	Print output	Come out of a function	Delete a breakpoint	○○●○
127. A breakpoint is a line in the code where:	The debugger will definitely stop	Comments begin	The program starts	The program ends	●○○○
128. To set a breakpoint in IDLE, you:	Press Delete	Type break twice	Close the shell	Right click on the line and select Set Breakpoint	○○○●
129. Python's debugger library is:	datetime	pdb	pip	turtle	○●○○
130. To run a program with the debugger from the command prompt:	python -m pdb swap_var.py	python swap_var.py -d	debug swap_var.py	pdb install swap_var.py	●○○○
131. In pdb, the command to set a breakpoint at line 7 is:	stop 7	break 7	pause 7	mark 7	○●○○

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Questions	A	B	C	D	A B C D
132. In pdb, the command that continues to the next breakpoint is:	go2	skipall	continue	exit2	○○●○
133. The instruction used to set a breakpoint in the code using pdb is:	pdb.stop()	pdb.mark()	pdb.set_trace()	pdb.exit()	○○●○
134. Debugging by placing multiple print statements helps in:	Compiling	Tracing a bug	Deleting variables	Installing	○●○○
135. The assert keyword checks a condition and, if it is false, raises:	SyntaxError	AssertionError	IndexError	ValueError	○●○○
136. The assert statement is mainly used to locate:	Hardware faults	Network failures	Spelling mistakes	Logical bugs	○○○●
137. In the pdb shell, typing help step shows help about the command:	assert	print	list	step	○○○●
138. The 'import' keyword is used to:	Compile a program	Print output	Delete a module	Bring a module or library into the program	○○○●
139. Which statement about Python is correct according to the book?	It cannot be used for games	It is not open source	It is used in data analytics and machine learning	It has no libraries	○○●○
140. Python's standard library and many resources make it the first choice for:	Novices	Only experts	Only mathematicians	Only hardware engineers	●○○○
141. Python can be used to create small games, making it helpful for:	Printing documents	Network cabling	Formatting disks	Quickly creating a prototype	○○○●
142. The turtle.screensize(200,150,"coral") statement:	Resizes the canvas and sets its colour	Closes the shell	Clears the pen	Draws a circle	●○○○
143. A negative radius in turtle.circle(-50) draws the circle in the:	Square shape	Opposite direction	Same direction	Triangle shape	○●○○
144. To draw a triangle in turtle, you need to play with:	Colours only	Fonts only	Tabs	Angles and lengths	○○○●
145. Placing print() once within a for loop instead of writing it five times:	Saves code	Causes an error	Increases code	Deletes output	●○○○
146. The expression 7 % 2 in Python gives:	3.5	3	0	1	○○○●
147. The expression 10 // 3 in Python gives:	1	10	3	3.33	○○●○
148. The expression 2 ** 3 in Python gives:	9	6	5	8	○○○●

Questions	A	B	C	D	A B C D
149. The result of 4 + 2 * 3 in Python is:	10	18	12	14	●○○○
150. The dry run of code means executing the program:	On paper while tracking the variables	On a phone	On a printer	In the cloud	●○○○

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