

Name: _____
Surname: _____
Date: _____

Instructions

Circle the correct answer for each question, as each question has **only one** correct answer.
Provide reasoning for your answer in the space next to each question.

A correct answer always awards a point (even with no explanation).

An incorrect answer with sensible reasoning awards half a point.

An incorrect answer with faulty or no reasoning subtracts one point.

No answer gives zero points (neither adds nor subtracts points).

Assume each code cell is **run in isolation**, meaning no other code has been run before it.

Questions

1. After running this code, what will be the final value of the **variable “a”**?

```
1 a = 3
2 a = a ** 2
3 b = a - 2.0
```

- (a) 3
- (b) 7
- (c) 9
- (d) The code will raise an error.

2. After running this code, what will be the final value of the **variable “clothes”**?

```
1 shirts = 10
2 pants = 5
3 clothes = shirts + pants + shoes
4 shoes = 5
5 shirts = 6
```

- (a) 15
- (b) 16
- (c) 20
- (d) The code will raise an error.

3. Which of the following lines of code will **raise an error**?

```
1 name = "Will"
2 print("Hello, " + name + "!") # Line 2
3 print("Hello, ", name, "!") # Line 3
4 print(f"Hello, {\"Will\"}") # Line 4
```

- (a) Line 2.
- (b) Line 3.
- (c) Line 4.
- (d) None of them.

4. Which message will **never be printed**, no matter the value of “distance”?

```
1 distance = 100 # Any integer goes here
2
3 if distance >= 50:
4     print("Good enough")
5 elif distance > 100:
6     print("Too far")
7 else:
8     print("Too close")
```

- (a) “Good enough”
- (b) “Too far”
- (c) “Too close”
- (d) The code will always raise an error.

5. After running this code, what will be the final value of the **variable** “count_up”?

```
1 count_up = 0
2
3 for num in range(4):
4     count_up = count_up + 1
```

- (a) 0
- (b) 4
- (c) 6
- (d) The code will raise an error.

6. Which names will Python print when we run this code?

```
1 ls_players = ["Messi", "Ronaldo", "Neymar"]
2
3 for player in ls_players:
4     print(player)
5     if player == "Ronaldo":
6         break
```

- (a) "Messi".
- (b) "Messi" and "Ronaldo".
- (c) "Messi", "Ronaldo" and "Neymar".
- (d) The code will raise an error.

7. After running this code, what will be the final value of the variable "fibonacci"?

```
1 number = 3
2 fibonacci = 0
3
4 while number > 0:
5     fibonacci = fibonacci + number
6     number = number + 1
```

- (a) 0
- (b) 3
- (c) 6
- (d) The code will never stop running.

8. Assuming the user inputs 1234, what line do we have to change in this code, if we want it to run without errors?

```
1 x = input("Give me a number: ")
2 # Line 2
3 digits = len(x)
4 print(f"The number of digits in your number is: {digits}")
5 # Line 5
6 double = x + 2
7 print(f"Double: {double}")
```

- (a) Line 2: `x = int(x)`
- (b) Line 2: `x = str(x)`
- (c) Line 5: `x = int(x)`
- (d) Line 5: `x = str(x)`

9. After running this code, what will be the value of the **variable** “y”?

```
1 def exercise(x):  
2     y = x * 2  
3     return y  
4     y = y - 2  
5  
6 x = 3  
7 y = exercise(x)
```

- (a) 4
- (b) 6
- (c) 8
- (d) The code will raise an error.

10. What will happen when we run this code?

```
1 def exercise(x: int):  
2     print(f"Your number is {x}")  
3  
4 result = exercise("6")
```

- (a) Python prints “Your number is 6”.
- (b) Python prints “None”.
- (c) The code will never stop running.
- (d) The code will raise an error.