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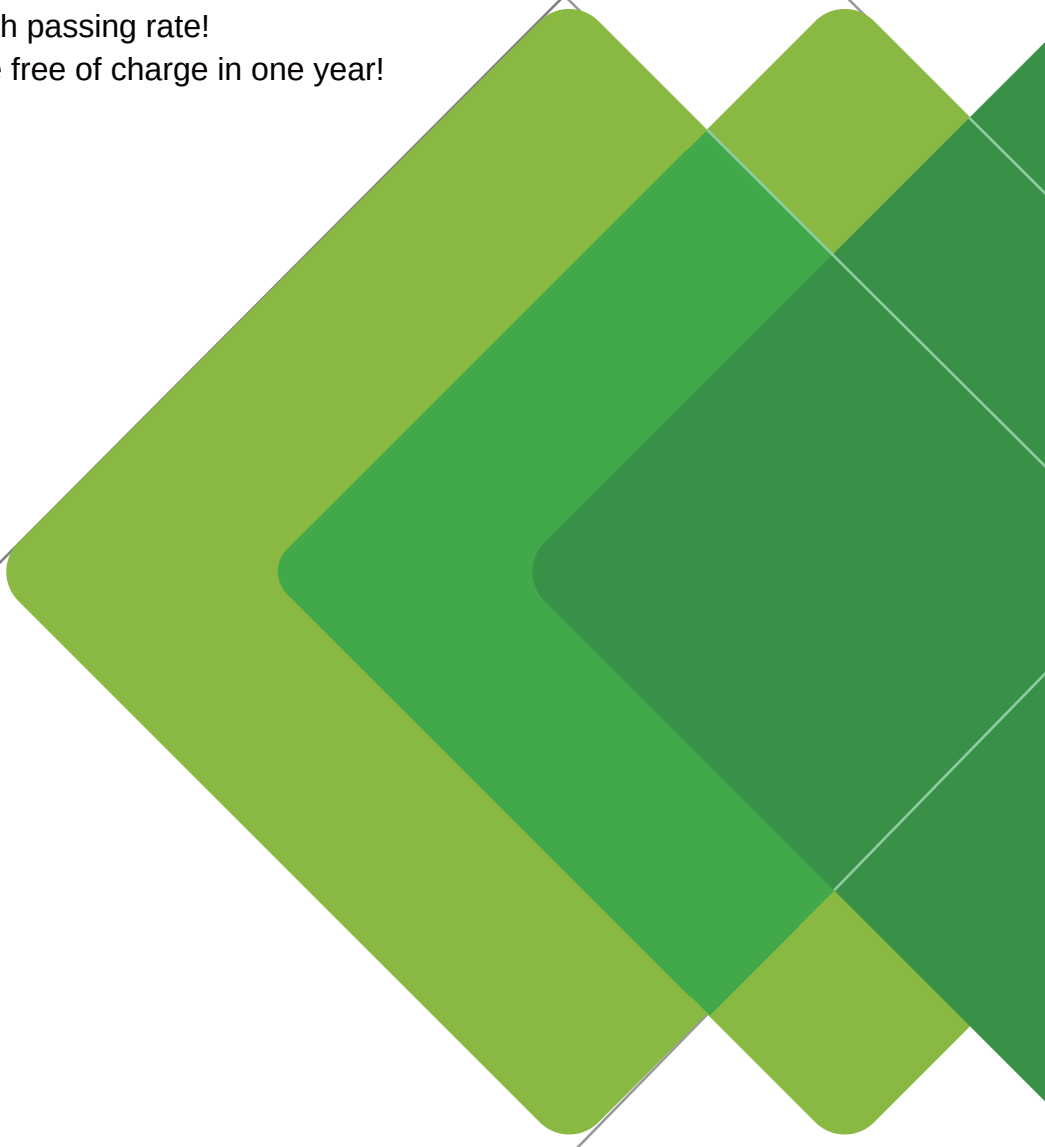

Exam : PCPP-32-101

Title : PCPP1-Certified Professional in Python Programming 1

Version : DEMO

1.Which of the following constants will be used if you do riot define the quoting argument in the writer method provided by the csv module?
A. csv.QUOTE_MINIMAL
B. csv.QUOTE_NONE
C. svQUOTE_ALL
D. csv.QUOTE_NONNUMERIC
Answer: A
Explanation:
If you do not define the quoting argument in the writer method provided by the csv module, the default quoting behavior is set to QUOTE_MINIMAL. This means that fields containing special characters such as the delimiter or newline character will be quoted, while fields that do not contain special characters will not be quoted.
Reference: Official Python documentation on the csv module: https://docs.python.org/3/library/csv.html

2.What is true about the unbind_all () method?
(Select two answers.)
A. It can be invoked from any widget
B. It can be invoked from the main window widget only
C. It is parameterless
D. It causes all the widgets to disappear
Answer: A,C
Explanation:
The unbind_all() method in Tkinter is used to remove all event bindings from a widget. It is a method of the widget object and can be called on any widget in the Tkinter application. Therefore, option A is the correct answer.
Option B is incorrect because the method can be called on any widget, not just the main window widget.
Option C is correct as unbind_all() does not take any parameters.
Option D is incorrect because the method only removes event bindings and does not cause the widgets to disappear.
So, the correct answers are A and C.
References:
☞ Tkinter documentation: https://docs.python.org/3/library/tkinter.html#event-bindings
☞ Tkinter tutorial: https://www.python-course.eu/tkinter_events_binds.php

3.Analyze the code and choose the best statement that describes it.

```
class Item:
    def __init__(self, initial_value):
        self.value = initial_value

    def __ne__(self, other):
        ...
```

A. ___ne___() is not a built-in special method
B. The code is erroneous

C. The code is responsible for the support of the negation operator e.g. a = - a.
D. The code is responsible for the support of the inequality operator i.e. i =
Answer: D
Explanation:
The correct answer is
D. The code is responsible for the support of the inequality operator i.e. i != j. In the given code snippet, the __ne__ method is a special method that overrides the behavior of the inequality operator != for instances of
the MyClass class. When the inequality operator is used to compare two instances of MyClass, the __ne__ method is called to determine whether the two instances are unequal.

4.Analyze the following snippet and select the statement that best describes it.

```
class OwnMath:
    pass


def calculate_value(numerator, denominator):
    try:
        value = numerator / denominator
    except ZeroDivisionError as e:
        raise OwnMath from e
    return value


calculate_value(4, 0)
```

A. The code is an example of implicitly chained exceptions.
B. The code is erroneous as the OwnMath class does not inherit from any Exception type class
C. The code is fine and the script execution is not interrupted by any exception.
D. The code is an example of explicitly chained exceptions.
Answer: D
Explanation:
In the given code snippet, an instance of OwnMath exception is raised with an explicitly specified __cause__ attribute that refers to the original exception (ZeroDivisionError). This is an example of explicitly chaining exceptions in Python.

5.Analyze the following snippet and decide whether the code is correct and/or which method should be distinguished as a class method.

```
class Crossword:
    number_of_Crosswords = 0

    def __init__(self, height, width):
        self.height = height
        self.width = width
        self.progress = 0

    @staticmethod
    def isElementCorrect(word):
        if self.isSolved():
            print('The crossword is already solved')
            return True
        result = True
        for char in word:
            if char.isdigit():
                result = False
                break
        return result

    def isSolved(self):
        if self.progress == 100:
            return True
        return False

    def getNumberOfCrosswords(cls):
        return cls.number_of_Crosswords
```

A. There is only one initializer, so there is no need for a class method.

B. The getNumberofCrosswords () method should be decorated With @classmethod.

C. The code is erroneous.

D. The gexNumberOfcrosswords () and issrived methods should be decorated with @classzoechod.

Answer: B

Explanation:

The correct answer is B. The getNumberofCrosswords() method should be decorated with @classmethod. In the given code snippet, the getNumberofCrosswords method is intended to be a class method that returns the value of the numberofcrosswords class variable. However, the method is not decorated with the @classmethod decorator and does not take a cls parameter representing the class itself. To make getNumberofCrosswords a proper class method, it should be decorated with @classmethod and take a cls parameter as its first argument.

B. The getNumberofCrosswords() method should be decorated with @classmethod. This is because the getNumberofCrosswords() method is intended to access the class-level variable numberofcrosswords,

but it is defined as an instance method, which requires an instance of the class to be created before it can be called. To make it work as a class-level method, you can define it as a class method by adding the @classmethod decorator to the function.
Here's an example of how to define getNumberofCrosswords() as a class method:
classCrossword:
numberofcrosswords =0
def __init__(self, author, title):
self.author = author
self.title = title
Crossword.numberofcrosswords +=1
@classmethod
defgetNumberofCrosswords(cls):
returncls.numberofcrosswords
In this example, getNumberofCrosswords() is defined as a class method using the @classmethod decorator, and the cls parameter is used to access the class-level variable numberofcrosswords.
Reference: Official Python documentation on Classes: https://docs.python.org/3/tutorial/classes.html