SREENIVASA INSTITUTE OF TECHNOLOGY AND MANAGEMENT STUDIES (AUTONOMOUS), CHITTOOR

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

PYTHON QUESTION BANK

(2 MARKS QUESTIONS)

UNIT-I

Short answers

- 1. Mention the various features of Python
- 2. List out some of the applications of python
- 3. Define computer science.
- 4. What is meant by representation and algorithm.
- 5. Identify and list the limits of computational problem solving.
- 6. Define Computer algorithm.
- 7. What is Computer hardware. Mention its parts
- 8. List out the Computer software.
- 9. Differentiate Syntax and Semantic errors with example
- 10. Define program debugging.
- 11. Give the working functions of compiler and Interpreter
- 12. Mention the various phases of computational problem solving
- 13. Define and expand IDLE.
- 14. Discuss about python standard library.
- 15. What are the input and output functions used in python, Specify some examples.
- 16. Write a simple python script for performing the arithmetic operations.
- 17. Calculate the simple interest using python program
- 18. Write a python script to convert temperature from Fahrenheit to Celsius
- 19. Define variable. Give the syntax and example using python
- 20. Compare C and python programming language.

UNIT-II

Short answers

- 1. Define Literals. List its types
- 2. What is numeric literal. Mention its limits of representation
- 3. Discuss about arithmetic overflow and arithmetic underflow with examples
- 4. Describe the limitations in the representation of floating-point values
- 5. Explain the difference between static and dynamic typing
- 6. Define string literal with example
- 7. Give the operations of ord() and chr() with example
- 8. Write any five control characters used in python
- 9. Give the syntax for various string format functions
- 10. Classify the line joining methods with example
- 11. Define an identifier with an example
- 12. Mention any five keywords used in python with syntax
- 13. Discuss about operator precedence and associativity with example
- 14. List out the types of data type with example
- 15. Explain mixed-type expression with an example
- 16. Differentiate coercion and Type conversion
- 17. Write a python script for temperature conversion
- 18. Define a variable and explain about variable assignment
- 19. Write about the built-in format function with an example
- 20. Write a python script to perform the various arithmetic operations

UNIT-III

- 1. Define control structure.
- 2. Write syntax for different selection control statements in python.
- 3. Write syntax for different Iterative control statements in python.
- 4. Differentiate Definite Vs Infinite loops.
- 5. Define Indentation in python.
- 6. What is operator precedence.
- 7. What is operator associativity.
- 8. List out different Relational operators in python.
- 9. List out different Relational operators in python.
- 10. List out different Boolean operators in python.
- 11. Explain Membership operators in python.
- 12. Define expression with example.
- 13. Explain Short-Circuit Evaluation with example.
- 14. List out some Logically Equivalent Boolean Expression in python.
- 15. Write statement for Infinite Error Checking in python.
- 16. Write python code for Infinite loop.
- 17. Write python code to determine given number is even or odd.
- 18. Write python code to display major or minor by reading age of a person.
- 19. Write python code using arithmetic operators.
- 20. Write pythn code to determine largest of given three numbers.

UNIT-4

Two marks Questions

- 1. What is a list?
- 2. What is a tuple?
- 3. What is sequence?
- 4. Define immutable and mutable.
- 5. What is dictionary?
- 6. What is a set?
- 7. Difference between tuple and list.
- 8. Define linear data structure.
- 9. What is traversal?
- 10. How an empty list is created?
- 11. How an empty tuple is created?
- 12. Write the syntax for slice operation in the list.
- 13. Why '+' is called as overload operator?
- 14. Write for loop syntax.
- 15. Define range function.
- 16. How to access list index and list value?
- 17. List out the operations performed on list.
- 18. List out the operations performed on tuple.
- 19. List out the operations performed on dictionary.
- 20. List out the operators performed on set.

UNIT-5

- 1. What do you meant by function?
- 2. How will you define a function. with an example.
- 3.List out the types of formal arguments in python.
- 4. Differentiate Default arguments and Keyword arguments.
- 5. What do you meant by variable length arguments.
- 6. What do you meant by anonymous function.
- 7. Differentiate between global vs local variables.
- 8.Define file?
- 9. How to opening and closing a file . with an example.
- 10. What are the different modes of operations in file?
- 11. How to use read and write a file ? with an example.
- 12. What do you meant by Class and Object.
- 13. Explain the purpose of Turtle graphics.
- 14. How will you create Multiple Turtle graphics Window with an example.
- 15. What is meant by variable scope.
- 16. How will you create Turtle graphics Window with an example.
- 17. Differentiate Value Returning Functions and Non Value Returning Functions.
- 18. Write syntax for reading and writing a file.
- 19. Differentiate Calling function and Called function.
- 20. Write syntax for Turtle graphics Window.

PYTHON QUESTION BANK

(10 MARKS QUESTIONS)

UNIT-I

- 1. Explain in detail about computer hardware and soft ware
- 2. Explain about ComputerAlgorithm.Write the algorithm to determine the given year is leap year or not
- 3. Write the algorithm to determine the day of the week for a given month, day and year
- 4. Write the algorithm to determine the day of the week for a given month, day and year
- 5. Define Computational problem solving? List and Explain the various steps involved in computational problem solving
- 6. Explain about the drake's equation and write the python script for calculating the drake equation
- 7. Discuss about how to use Python IDLE. Write a simple Python program that displays the following powers of 2, one per line: 2¹, 2², 2³, 2⁴, 2⁵, 2⁶, 2⁷, 2⁸.
- 8. a)Write a Python program that allows the user to enter any integer base and integer exponent, and displaysthe value of the base raised to that exponent. Your program should function as shown below.

What base? 10

What power of 10?4

10 to the power of 4 is 10000

b) Write a Python program that allows the user to enter a four-digit binary number and displays its value inbase 10. Each binary digit should be entered one per line, starting with the leftmost digit, as shown below.

Enter leftmost digit: 1

Enter the next digit: 0

Enter the next digit: 0

Enter the next digit: 1

The value is 9

- 9. a) Write an algorithm to find the reverse of given number
 - b)Write an algorithm that finds the given number is Armstrong or not.
- 10. What do you mean by Software Development Method? Explain how to apply Software Development Method

UNIT-II

- 1. What is an operator? Discuss about the arithmetic operators in python with suitable examples for each.
- 2. Discuss Operator precedence and Operator Associativity. Illustrate it with suitable examples.
- 3. Write a Python script for restaurant tab calculations.
- 4. Write a Python script for finding Age in seconds.
- 5. a) What is a Literal? Explain about Numeric and String Literals.
 - b) Explain about format() function with examples
- 6. a)Discuss about limits of Range and Precision in Floating-Point Representation with Examples
 - b) Discuss about Arithmetic overflow and under flow
- 7.a. How the strings are represented in Python? What is the use of *ord()* function
 - b. Explain about the implicit and explicit line joining using Python with the help of a programfor each
- 8. Explain about variables, identifiers and keywords with suitable example python scripts.
- 9. Write a Python program that requests from the user a temperature in degrees Fahrenheit, and displays the equivalent temperature in degrees Celsius
- 10.a) Write a Python program that prompts the user for two floating-point values and displays the result of thefi rst number divided by the second, with exactly six decimal places displayed in scientifi c notation.
- b) Write a Python program that prompts the user to enter an upper or lower case letter and displays the corresponding Unicode encoding.

UNIT-III

- 1. a) What is a control structure? Write about fundamental forms of control in programming? b) List various relational operators in python and explain with appropriate examples?
- 2. a) Explain about membership operators with suitable examples?
 - b) What are the Boolean values in python, List the Boolean operators, write its precedence and the truth tables.
- 3. Give a logically equivalent expression for each of the following.
 - (a) num != 25 or num== 0
 - (b) $1 \le 5$ num and num ≤ 50
 - (c) notnum> 100 and not num< 0
 - (d) (num<0 or num>100)
- 4. Write in detail aboutselection control statement in python.
- 5. Develop a python program to find the numbers of days in month.
- 6. Explain the while statement in Python. Write a program that sums a series of (positive) integers entered by theuser, excluding all numbers that are greater than 100.
- 7. Discuss the significance of indentation in Python. Show some valid and invalid indentation withrespect to compound statements.
- 8. Develop a python program for temperature conversion (Celsius to Fahrenheit / Fahrenheit to Celsius) to Demonstrate the process of Input error checking.
- 9. Differentiate the following with examples
 - a) Finite vs Infinite loops
 - b) Definite vs Indefinite loops
- 10. What are Boolean flags? Explain about the use Boolean flags in indefinite loops with sample program
- 11.Develop a python program to print the calendar of a month by taking starting day and no of days of a month as input.

UNIT-IV

- 1. What is a List? Explain some common list operations in Python
- 2. a) Differentiate python Lists and Tuples with examples.
 - b) Write about nested Lists
- 3. Explain about Sequences and its operations in python.
- 4. a) How to iterate over Lists in python using for Loop. Illustrate it with example code. b)Explain about the range() function in python with examples.
- 5. a) Differentiate iterating over list elements and list index values b)How to use while loops with Lists? Illustrate it with sample code.
- 6. Develop a password encryption/decryption program using list in Python
- 7. a)What is a dictionary? Explain its operations with example?
 b)Write a program which stores the average temperature recorded in a day of the week and display the average temperature of given day.
- 8. Write about Set Data type and its operations with examples.
- 9. Develop a python program to generate all possible spellings of the last four digits of any given phone number –use dictionaries.
- 10. a). Discuss the different options to traverse a List.
 - b) Write about list Comprehension

UNIT-V

- 1. a). Explain the concept of a program routine.
 - **b).** Write a program to swap two numbers using a user defined function.
- 2. How to define Functions in python? Discus about a value returning function and non value returning function with examples.
- 3. Develop a program to convert a range of temperatures from Fahrenheit to Celsius and vice-versa using functions.
- 4. Write short notes on
- a). Actual vs. Formal arguments
 - b). Mutable vs. Immutable Arguments
- 5. a). Explain about keyword arguments in python with example.
 - b) Explain about default arguments in python with example.
- 6. Discus about Variable Scope with example programs.
- 7. What are the steps used for creating a Turtle graphics window.
- 8. What is an Object? Write about object references.
- 9. Explain about fundamental turtle attributes.
- 10. Explain about following turtle attriutes
- a). Turtle visibility
 - b) Turtle Size
 - c) Turtle Shape
 - d) Turtle Speed.
- 11. Discuss about opening, reading and writing Text files with example.
- 12. Discuss about string processing in python.

PYTHON QUESTION BANK

(MCQ - MULTIPLE CHOICE QUESTIONS)

<u>UNIT-I</u>

	1) Which of the fo	ollowing are areas of stu	dy in computer sc	ience?	ĮD	J
	a) database	e management b) compu	iter graphics c) da	ta mining d) A	.11	
2)	The computer hard	lware is based on the	use of simple ele	ctronic "on/off	" switch	nes are
	called a)RAM	b) Transistors	c) Integrated	d Chips d) C	'PU	
	[B]					
3) 7	Trying all possible s	olutions to a given prob	lem is referred to	as a ap	proach.	[B]
	a) Bit	b) Brute force	c) Byte	d) V	Vord	
4) _	is a finite m	umber of clearly define	d steps that can b	e systematica	lly follo	wed to
pro	duce a desired resul	t for given input in a fir	nite amount of tim	e.		
[E	B]					
	a)Flow Chart	b) Algorithm	c) Debugge	r d) E	ditor	
5) 1		that the number of tra			single	silicon
chip				-	_	loubles
1	oughly every	years.			[C]
		b) 2	c) 2 and hal	f d) 3		-
6) T	*	3 - 4 * 1 + 2 =?	,	,	[C]
		b) 16	c) 7	d) 3		-
7)	,	ftware act as a bridge be	*	,	[D]
, –		b) Language			perating	
	System	, , ,	, 25	,	1 .	
	•	instructions, including	g related data and	l documentation	n, that	can be
	cuted by computer i				[B]
	• •	b) Software	c) Hardward	e d) R	AM	-
9)]	•	s and the acceptable se	*	,		
	language.	1	1		[A]
		b) Semantic c)) Debugger	d) Compile	_	-
10)	. •	nslates programs directl		-		e CPU
	alled	1 0	•		,	
	 D]					
-	a) Editor	b) Translator c) Debugger	d) Compile	r	
11)	*	ling and correcting error				C 1
,	a) Editor	b) Translator c)		d) all		
12)	,	wing is not example for		<i>*</i>	[C]
	a) Keyboard	-	OS	d) Printer	L	-
13)		es incorrect results, the		<i>'</i>	are is	[B]
- /	a) reliable	b) unreliable c)		d) acceptab		-L J
14)	*	thin a computer system		, .		its. 0
and			P			, -
	calledre	presentation			[B]
	a) decimal	b) binary c)	hexa decimal	d) octal	Ľ	ı
15)	Group of eight bits	· •		, o - · · · ·	[A]
/		b) nibble c)) word	d) tera	L* *	J

16) Which of the foll	lowing is example for f	lash memory.	[D]
a) CD	b) DVD	c) hard disk	l) pen drive	
17) The of a	language is the meanir	ng associated with each s	yntactically correct	
sequence of				
characters			[B]
a) syntax	b) semantics	c) translator	l) debugger	
18) Pictorial represen	ntation of steps to solve	e a given problem is calle	ed [A]
a)Flow Chart	b) Algorithm	c) Debugger	d) Editor	
19) Writing an algori	thm for a given proble	m is comes unders	oftware developme	nt
step.			_	
a) Design	b) Testing	c) Implementation	l) Maintenance [A]
20) Writing program	for a given problem is	comes under _ software	development step.	[C]
a) Design	b) Testing		on d) Maintenar	
, 8	, 2	, 1	,	
	1	JNIT-II		
	<u> </u>	/1411-11		
) is the	creator of the Python	programming language,	first released in the	e earl
1990s.	in the second se	I O Q Q	[B]
	itchie b) Guido van	Rossum c) Al-Khwarizn	<u>-</u>	J
	typically includes		in a) ar jaor [D]
a)Editor	b)Translator	c) Debugger	d) all	J
,	•	uest and get information	· · · · · · · · · · · · · · · · · · ·]
=	b) input	-	l) ord	J
a) print	o) input	c) format	i) olu	
4) Output of the give	n python shell >>>forr	nat(23102.25, ', .2f') is	[B]
a) 23.25	b)23,105.25	c) 23,102.25	d)23.102,25	
				_
	ing in Python uses		[C]
a) ASCII	b) unicode	c) UTF-8	d) All	
6) What is the value	of X if $X = 2\%5$		[A	1
a) 2	b) 5	c) 1	d) 3	1
u) 2	0) 3	C) 1	u) 3	
7) The combination of	of operators and operar	nds that evaluated to a sin	igle value is called	[A]
a) Expression	b) static	c) Dynamic	d) variable	
0) 1171	1 ' 4 1	1 C 1 C	1	1 .
•	are naving the same i	evel of precedence for		
consider operator	1 \ D	\ A	[C]
a) Priority	b) Precedence	e c) Associatively	d) All	
9) An expression wit	h operands of different	type is called	[C]
a) implicit	b) explicit	c) mixed	d) all	1
a) implicit	o, explicit	c) iiiiicu	<i>3)</i> un	
10)conversion	on of operands can be a	applied even if loss of in	formation results.[B	3]
a) implicit	b) explicit	c) mixed	d) all	
111	C			,
· -	uence of one or more c		[D]
a) variable	b) keyword	c) data type	d) literal	
		r that can be represented]
a) 256	b) 65536	c) 16777216	d) No limit	

	13) Range of the float r	numbers in python is		[A]
	a) 10^{-308} to 10^{308}	numbers in python is b) 10 ⁻²⁰⁸ to 10 ²⁰⁸	c) 10^{-108} to 10^{108}	d) 10 ⁻⁴⁰⁸ to 10	0^{408}
	14) Division of two flo	at numbers may result in a	arithmetic	[B]
	a) overflow	b) underflow	c) error	d) all	
	15) encoding sche	eme is intended to be a un	iversal encoding schem	ie. [B]
	a) ASCII	b) unicode	c) UTF-8	d) All	
	16) function in py	thon converts ASCII code	es into corresponding c	haracters. [A]
	a) chr()	b) ord()	c) ascii()	d) utf()	_
	, , , ,	thon may be explicitly join	, , , ,	, , ,]
	a) -	b) /	c) \	d) _	
	*	thon used to get address of	, ·	[D]
	a) chr()	b) ord()	c) address()	-	J
	, , ,	set of operators that may	, , , ,	, , ,	. 1
	a) data type	b) keyword	c) literal	d) function	ı j
	, , ,	ving is not a built in data t	<i>'</i>	(C) Tunetion	1
	,	b) float	• • • • • • • • • • • • • • • • • • • •	-]
	a) int	b) Hoat	c) double	d) string	
		<u>UNIT-III</u>			
1)	Control flow is the orde	er that instructions are exe	ecuted in a program.(Tr	ue/False) [T]
2)		nt that determines the cor]
- \		ent b) Control Structur			-
3)		actions and the control sta]
			10 11 11 11		
4)			re c) Control line d)b&		1
4)		damental forms of control		kc [C]
4)	There are fund	damental forms of control	in programming.]
	There are fundamental a) 1	damental forms of control o) 2 c) 3	in programming.	[C	
4) 5)	There are fundaments fundam	damental forms of control	in programming. d) 4 l in programming.]
5)	a) 1 to a function of the control of	c) 2 c) 3 and amental form of control	d) 4 l in programming. n d) Iterative	[C	
5)6)	a) 1 b is not a fur a) Primitive b A program consisting of a) Straight-line pro	c) 2 c) 3 Indamental forms of control of con	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Fu	[C [A . [A nction d) No]] ne
5)6)	a) 1 b a) Primitive b A program consisting of a) Straight-line pro	damental forms of control 2) 2	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Furment that execute	[C [A . [A nction d) No]] ne
5)6)7)	a) 1 b a) 1 b is not a fur a) Primitive b A program consisting of a) Straight-line pro Sequential Control is pro a) Sequentially b	damental forms of control 2) 2	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Fu ment that execute ly d) None	[C [A . [A nction d) No s instructions.[A] one
5)6)7)	a) 1 b a) 1 b is not a fur a) Primitive b A program consisting of a) Straight-line pro Sequential Control is pro a) Sequentially b Selection control is pro	damental forms of control 2) 2	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Fu ment that execute ly d) None ent that executes	[C [A . [A nction d) No s instructions.[A]] ne
5)6)7)8)	a) 1 b a) 1 b is not a fur a) Primitive b A program consisting of a) Straight-line pro Sequential Control is pro a) Sequentially b Selection control is pro a) Sequentially b	damental forms of control 2) 2	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Furment that execute ly d) None ent that executes in that executes in the content of the co	[C [A . [A nction d) No s instructions.[A instructions.[B]
5)6)7)8)	a) 1 by is not a further are fundamental is not a further and a primitive by the program consisting of a) Straight-line program is Sequential Control is program a) Sequentially by Selection control is program a) Sequentially by Iterative control is program.	damental forms of control 2) 2 c) 3 Indamental form of control 3) Sequential c) Selection 4 only sequential control 5 ogram b) Batch Pr 6 or ovided by a control statem 6 of Selectively c) Iterativel 7 vided by a control statem 8 of Selectively c) Iterativel 8 of Selectively c) Iterativel 8 of Selectively c) Iterativel 9 of Selectively c) Iterativel 10 of Selectively c) Iterativel 11 of Selectively c) Iterativel 12 of Selectively c) Iterativel 13 of Selectively c) Iterativel 14 of Selectively c) Iterativel 15 of Selectively c) Iterativel 16 of Selectively c) Iterativel 17 of Selectively c) Iterativel 18 of Selectively c) Iterativel	d) 4 l in programming. n d) Iterative is referred to as a rogram c) Inline Fu ment that execute ly d) None ent that executes ly d) None int that executes	[C [A . [A nction d) No s instructions.[A instructions.[B] one
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A def	finite loop is a progra	am loop in which the r	at never terminates. (The number of times the local times times the local times times the local times times the local times times times the local times ti		l n be
deteri	mined before the loop	o is executed. (True /F	false)	[]
		UNIT-IV			
1`	λ list is a non lines	ar data structure.(True	/False)	[]
		ole data structure.(Truc		L []
,		gth data structure.(Tructure)	·	L	1
		t have ord		ι [A]]
7,	a) Linear	b) Non-Linear	c) Semi-Linear	d) None	J
5`) Lists have	,	c) Sciiii-Lineai	(A) None	1
5,	a) Zero-based	•	c) Two based	d) None]
6	,	values as		(B) None]
U,		b) 0n-1		d) 1n-1	J
7		of a list		u) 111-1	
		ed by		[C	1
0,	a) { }		c) []	d)<>]
0,	, , ,	en A[5]=		u)< >]
9,	a) 5	b) 8	c) 3	d) None	_
1(,	en A[0]+A[2]+A[4]=	<i>'</i>	(A) None	7
11	a)12	b) 13	 d) 14	d) 15]
1	,	'ECE','EEE','CIVIL'	,	u) 13	
1.	-		, 11 , EIE]		
	SITAMS[4]='1 print SITAMS	VIECH			
	•	of the chave program	1?	I.C.	7
	-	EEE','CIVIL','IT','EIE		[C]
b)		','CIVIL','IT','MECH'			
,		','CIVIL', 'MECH','IT	· -		
	=	','CIVIL', 'MECH','EI	=		
,	, [, , ,	, , ,	J		
12	2) fruit=['banana','m	ango','apple']			
	fruit.append('cherr	• 11 -			
	• • `	t of the above program	n?		
	a) b) c) d)	1 0			
13	3) A tuple is a non lin	near data structure.(Tru	ue/False)	[7
		able data structure.(Tr		[7
	•	ength data structure.(7		[]
		ole have or		[]
	a) Linear	b) Non-Linear	c) Semi-Linear	d) None	-
1′	*	oted by	*	ſ]
	b) { }	b)()	c) []	d)<>	
	8) If s='python' then	, , , ,	/ []	[]
18		- F 7		L	J
18	· • •	b) python	c) thon	d) hon	
	a) ython	b) python Strings come under	c) thon	d) hon]

20) I	f we wan	t to copy lis	st1 to list2 then we us	se	•	[]
a) list2=l	ist1	b) list2=list(list1)	c) list1=list2	2 d)	list1=list((list2)
			UNI	T-V			
1) A	A dictiona	arv is a	·			[]
			b) Associative	c) Semi-Lin	ear d)	None	J
			pairs.	5) 2 5 1111 2 111]	1
				c) Value, Va	alue d)	None	J
	=		is used to compare to				if
			() method returns			ret2), una	
· ·	[1	() memod returns <u> </u>				
а	i) 0	J	b) 1	c) -1	d)	-2	
	′	have dunlic	cate values.(True/Fals	•	u)	[]
		-	4,5} then A B=			L F]
		-	b) $set([1, 2, 2, 4, 5])$		2 4 4 51)	d) No	One
			named group of inst]
,			b) Program	ŕ	*	None	.1. 1 . 1.
		nction term True/False)	ninates, execution aut	omatically retu	irns to the po	int from w	vnicn
			ction definition is the	.		L []
			b) Function Footer			None	
,			with the keyword	,		[]
a) f			b) def	c) func	d)	None	-
)) The :	function 1	name is foll	owed by a comma-se	eparated list of	identifiers "p	arameters	·."
•	e/False)					[]
			able that is only access]
	_		on. b) outside the fu				2
		adie is a var	iable that is defined of	outside of any i	unction dem	muon.	
(True	e/False)	1					
3 \ \ \ \ \ \ \	[]				F	,
		-	d in modes.	•		[]
a) 1		b) 2	c) 3	d) 4			
			location means to ch	ange its status	from "curren	tly in use'	' to
"ava	ilable for	reuse." (Tr	ue/False)				
15) (] Carbaga	collection	is a method of autom	estically determ	ining which	locations	in
	_			<u>-</u>	•	iocations !	111
	-	_	r in use and deallocat	•		а Г	1
10) V			ng are fundamental o]
1.77	,	Open	b) read	c) write	d) close	f) all	
			ns of controlling a gra	aphical entity is	n a graphics	-	_
У	coordina					Ĺ]
	,	Turtle	b) circle	c) pen	d) line		
18) T	The center	r point of th	e window is at coord	linate		[]
	a)	(0,0)	(100,100)	c) (2	50,250)	d)	
		(150,150)					
19)_	is on	ne of the firs	st concepts that a bab	y understands	during its dev	velopment	[].
, –		Class	b) object	=	tribute	_	ethod
20) T	,		at a variable exists is	· · · · · · · · · · · · · · · · · · ·		[]
cope	-	life time	c) local	d) gl		L	
P	0)		c) 100ui	4, 51			