

PCEP-30-02試験の準備方法 | 認定するPCEP-30-02サンプル問題集試験 | 一番優秀なPCEP - Certified Entry-Level Python Programmerソフトウェア



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Python Institute PCEP-30-02 認定試験の出題範囲:

トピック	出題範囲
トピック 1	• 関数と例外: この試験の部分では、関数と呼び出しの定義をカバーします。
トピック 2	• ループ: while、for、range()、ループ制御、ループのネスト。
トピック 3	• パラメータ、引数、スコープ。また、再帰、例外階層、例外処理などもカバーしています。
トピック 4	• コンピュータプログラミングの基礎: この試験セクションでは、インタープリタ、コンパイラ、構文、セマンティクスなどの基本的な概念を扱います。キーワード、命令、インデント、コメント、ブール値、整数、浮動小数点数、文字列、変数、命名規則など、Pythonの基本を扱います。最後に、算術、文字列、割り当て、ビット単位、ブール値、関係、および入出力操作を扱います。

>>> PCEP-30-02サンプル問題集 <<<

Python Institute PCEP-30-02ソフトウェア & PCEP-30-02問題サンプル

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Python Institute PCEP - Certified Entry-Level Python Programmer 認定 PCEP-30-02 試験問題 (Q16-Q21):

質問 # 16

What is true about tuples? (Select two answers.)

- A. Tuples are immutable, which means that their contents cannot be changed during their lifetime.
- B. Tuples can be indexed and sliced like lists.
- C. An empty tuple is written as `{ }`.
- D. The `len { }` function cannot be applied to tuples.

正解: A、B

解説:

Tuples are one of the built-in data types in Python that are used to store collections of data. Tuples have some characteristics that distinguish them from other data types, such as lists, sets, and dictionaries. Some of these characteristics are:

* Tuples are immutable, which means that their contents cannot be changed during their lifetime. Once a tuple is created, it cannot be modified, added, or removed. This makes tuples more stable and reliable than mutable data types. However, this also means that tuples are less flexible and dynamic than mutable data types. For example, if you want to change an element in a tuple, you have to create a new tuple with the modified element and assign it to the same variable¹²

* Tuples are ordered, which means that the items in a tuple have a defined order and can be accessed by using their index. The index of a tuple starts from 0 for the first item and goes up to the length of the tuple minus one for the last item. The index can also be negative, in which case it counts from the end of the tuple. For example, if you have a tuple `t = ("a", "b", "c")`, then `t[0]` returns "a", and `t`

`[-1]` returns "c"¹²

* Tuples can be indexed and sliced like lists, which means that you can get a single item or a sublist of a tuple by using square brackets and specifying the start and end index. For example, if you have a tuple `t = ("a", "b", "c", "d", "e")`, then `t[2]` returns "c", and `t[1:4]` returns ("b", "c", "d"). Slicing does not raise any exception, even if the start or end index is out of range. It will just return an empty tuple or the closest possible sublist¹²

* Tuples can contain any data type, such as strings, numbers, booleans, lists, sets, dictionaries, or even other tuples. Tuples can also have duplicate values, which means that the same item can appear more than once in a tuple. For example, you can have a tuple `t = (1, 2, 3, 1, 2)`, which contains two 1s and two 2s¹²

* Tuples are written with round brackets, which means that you have to enclose the items in a tuple with parentheses. For example, you can create a tuple `t = ("a", "b", "c")` by using round brackets. However, you can also create a tuple without using round brackets, by just separating the items with commas. For example, you can create the same tuple `t = "a", "b", "c"` by using commas. This is called tuple packing, and it allows you to assign multiple values to a single variable¹²

* The `len()` function can be applied to tuples, which means that you can get the number of items in a tuple by using the `len()` function. For example, if you have a tuple `t = ("a", "b", "c")`, then `len(t)` returns 3¹²

* An empty tuple is written as `()`, which means that you have to use an empty pair of parentheses to create a tuple with no items. For example, you can create an empty tuple `t = ()` by using empty parentheses.

However, if you want to create a tuple with only one item, you have to add a comma after the item, otherwise Python will not recognize it as a tuple. For example, you can create a tuple with one item `t = ("a",)` by using a comma¹² Therefore, the correct answers are A. Tuples are immutable, which means that their contents cannot be changed during their lifetime. and D. Tuples can be indexed and sliced like lists.

Reference: Python Tuples - W3Schools Tuples in Python - GeeksforGeeks

質問 # 17

Drag and drop the code boxes in order to build a program which prints Unavailable to the screen.

(Note: one code box will not be used.)

pass

except KeyError:

except:

```
prices = { "pizza": 3.99 }
try:
    charge = prices["calzone"]
    print("Charged")
    print("Unavailable")
    print("Out of bounds")
```

正解:

解説:

pass

except KeyError:

except:

```
prices = { "pizza": 3.99 }
try:
    charge = prices["calzone"]
    print("Charged")
except KeyError:
    print("Unavailable")
except:
    print("Out of bounds")
```

pass

```
prices = { "pizza": 3.99 }
try:
    charge = prices["calzone"]
    print("Charged")
except KeyError:
    print("Unavailable")
except:
    print("Out of bounds")
```

質問 #18

Insert the code boxes in the correct positions in order to build a line of code which asks the user for an integer value and assigns it to the depth variable.

(Note: some code boxes will not be used.)

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input(
)
"Enter immersion depth:")
==
int(
-
float(

正解:

解説:

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input(
)
"Enter immersion depth:")
==
int(
-
float(

Explanation

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float(
input(
"Enter immersion depth:")

One possible way to insert the code boxes in the correct positions in order to build a line of code which asks the user for an integer value and assigns it to the depth variable is:

```
depth = int(input("Enter the immersion depth: "))
```

This line of code uses the input function to prompt the user for a string value, and then uses the int function to convert that string value into an integer number. The result is then assigned to the variable depth.

You can find more information about the input and int functions in Python in the following references:

[Python input() Function]

[Python int() Function]

質問 #19

What is the expected output of the following code?

```
equals = 0
for i in range(2):
    for j in range(2):
        if i == j:
            equals += 1
    else:
        equals += 1
print(equals)
```

- A. 0
- B. 1
- C. 2
- D. The code outputs nothing.

正解: A

解説:

The code snippet that you have sent is checking if two numbers are equal and printing the result. The code is as follows:

```
num1 = 1
num2 = 2
if num1 == num2:
    print(4)
else:
    print(1)
```

The code starts with assigning the values 1 and 2 to the variables "num1" and "num2" respectively. Then, it enters an if statement that compares the values of "num1" and "num2" using the equality operator (==). If the values are equal, the code prints 4 to the screen. If the values are not equal, the code prints 1 to the screen.

The expected output of the code is 1, because the values of "num1" and "num2" are not equal. Therefore, the correct answer is C. 1.

Reference: [Python Institute - Entry-Level Python Programmer Certification]

質問 #20

What happens when the user runs the following code?

```
speed = 0
while speed < 30:
    speed *= 2
    if speed > 10:
        print("*", end="")
    else:
        print(" ")
```

- A. The program enters an infinite loop.
- B. The program outputs three asterisks (***) to the screen.
- C. The program outputs one asterisk (*) to the screen.
- D. The program outputs five asterisks (*****) to the screen.

正解: A

解説:

Explanation

The code snippet that you have sent is a while loop with an if statement and a print statement inside it. The code is as follows:

```
while True:
    if counter < 0:
        print("")
    else:
        print(" ")
```

The code starts with entering a while loop that repeats indefinitely, because the condition "True" is always true. Inside the loop, the code checks if the value of "counter" is less than 0. If yes, it prints a single asterisk () to the screen. If no, it prints three asterisks (***) to the screen. However, the code does not change the value of "counter" inside the loop, so the same condition is checked over and over again. The loop never ends, and the code enters an infinite loop.

The program outputs either one asterisk () or three asterisks (***) to the screen repeatedly, depending on the initial value of

"counter". Therefore, the correct answer is D. The program enters an infinite loop.

質問 #21

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