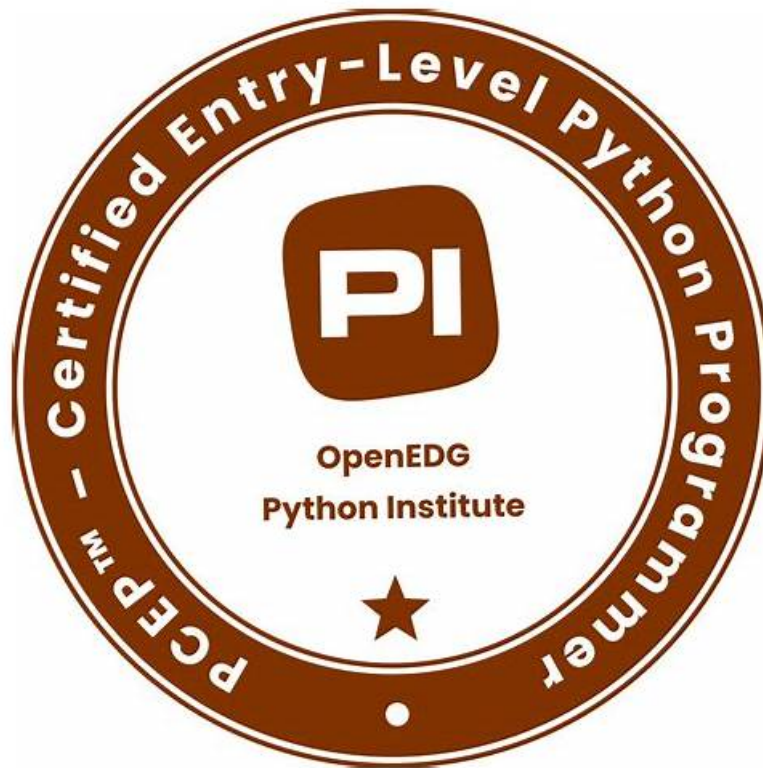


Quiz 2026 Newest Python Institute PCEP-30-02: Latest PCEP - Certified Entry-Level Python Programmer Test Objectives



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Python Institute PCEP-30-02 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Computer Programming Fundamentals: This section of the exam covers fundamental concepts such as interpreters, compilers, syntax, and semantics. It covers Python basics: keywords, instructions, indentation, comments in addition to Booleans, integers, floats, strings, and Variables, and naming conventions. Finally, it covers arithmetic, string, assignment, bitwise, Boolean, relational, and Input• output operations.
Topic 2	<ul style="list-style-type: none">• Data Collections: In this section, the focus is on list construction, indexing, slicing, methods, and comprehensions; it covers Tuples, Dictionaries, and Strings.
Topic 3	<ul style="list-style-type: none">• Control Flow: This section covers conditional statements such as if, if-else, if-elif, if-elif-else

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Certification PCEP-30-02 Questions | Latest Real PCEP-30-02 Exam

As the tech industry continues to evolve and adapt to new technologies, professionals who hold the PCEP - Certified Entry-Level Python Programmer (PCEP-30-02) certification are better equipped to navigate these changes and stay ahead of the curve, increasing their value to employers and clients. In today's fast-paced and ever-changing Python Institute sector, having the Python Institute PCEP-30-02 Certification has become a necessary requirement for individuals looking to advance their careers and stay competitive in the job market.

Python Institute PCEP - Certified Entry-Level Python Programmer Sample Questions (Q10-Q15):

NEW QUESTION # 10

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. The code outputs nothing.
- C. 1
- D. 2

Answer: A

Explanation:

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]

NEW QUESTION # 11

Arrange the code boxes in the correct positions in order to obtain a loop which executes its body with the counter variable going through values 1, 3, and 5 (in the same order)

```
for counter in range(1, 7, 2):
```

Answer:

Explanation:

```
for counter in range(1, 7, 2):
```

Explanation:

* for

* counter

* in

* range

* (

```
* 1
*,
* 7
*,
* 2
*)
```

Arrange the code boxes in this order:
This will loop counter through: 1 # 3 # 5

NEW QUESTION # 12

What is the expected result of the following code?

```
def velocity(x=10):
    return speed + x

speed = 10
new_speed = velocity()
new_speed = velocity(new_speed)
print(new_speed)
```



- A. 0
- B. 1
- C. The code is erroneous and cannot be run.
- D. 2

Answer: C

Explanation:

The code snippet that you have sent is trying to use the global keyword to access and modify a global variable inside a function. The code is as follows:

```
speed = 10
def velocity():
    global speed
    speed = speed + 10
    return speed
print(velocity())
```

The code starts with creating a global variable called "speed" and assigning it the value 10. A global variable is a variable that is defined outside any function and can be accessed by any part of the code. Then, the code defines a function called "velocity" that takes no parameters and returns the value of "speed" after adding 10 to it. Inside the function, the code uses the global keyword to declare that it wants to use the global variable

"speed", not a local one. A local variable is a variable that is defined inside a function and can only be accessed by that function. The global keyword allows the function to modify the global variable, not just read it. Then, the code adds 10 to the value of "speed" and returns it. Finally, the code calls the function "velocity" and prints the result.

However, the code has a problem. The problem is that the code uses the global keyword inside the function, but not outside. The global keyword is only needed when you want to modify a global variable inside a function, not when you want to create or access it outside a function. If you use the global keyword outside a function, you will get a SyntaxError exception, which is an error that occurs when the code does not follow the rules of the Python language. The code does not handle the exception, and therefore it will terminate with an error message.

The expected result of the code is an unhandled exception, because the code uses the global keyword incorrectly. Therefore, the correct answer is A. The code is erroneous and cannot be run.

Reference: Python Global Keyword - W3Schools Python Exceptions: An Introduction - Real Python The code is erroneous because it is trying to call the "velocity" function without passing any parameter, which will raise a TypeError exception. The "velocity" function requires one parameter "x", which is used to calculate the return value of "speed" multiplied by "x". If no parameter is passed, the function will not know what value to use for "x".

The code is also erroneous because it is trying to use the "new_speed" variable before it is defined. The "new_speed" variable is assigned the value of 20 after the first function call, but it is used as a parameter for the second function call, which will raise a NameError exception. The variable should be defined before it is used in any expression or function call.

Therefore, the code will not run and will not produce any output.

The correct way to write the code would be:

```
# Define the speed variable
speed = 10
```

```
# Define the velocity function
def velocity(x):
    return speed * x
# Define the new_speed variable
new_speed = 20
# Call the velocity function with new_speed as a parameter
print(velocity(new_speed))
```

Copy

This code will print 200, which is the result of 10 multiplied by 20.

References:

[Python Programmer Certification (PCPP) - Level 1]
 [Python Programmer Certification (PCPP) - Level 2]
 [Python Programmer Certification (PCPP) - Level 3]
 [Python: Built-in Exceptions]
 [Python: Defining Functions]
 [Python: More on Variables and Printing]

NEW QUESTION # 13

What happens when the user runs the following code?

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

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

Answer: D

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.

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

NEW QUESTION # 14

Arrange the binary numeric operators in the order which reflects their priorities, where the top-most position has the highest priority and the bottom-most position has the lowest priority.

Answer:

Explanation:

Explanation:

The correct order of the binary numeric operators in Python according to their priorities is:

- * Exponentiation (**)
- * Multiplication (*) and Division (/, //, %)
- * Addition (+) and Subtraction (-)

This order follows the standard mathematical convention of operator precedence, which can be remembered by the acronym PEMDAS (Parentheses, Exponents, Multiplication/Division, Addition/Subtraction).

Operators with higher precedence are evaluated before those with lower precedence, but operators with the same precedence are evaluated from left to right. Parentheses can be used to change the order of evaluation by grouping expressions.

For example, in the expression $2 + 3 * 4 ** 2$, the exponentiation operator (**) has the highest priority, so it is evaluated first, resulting in $2 + 3 * 16$. Then, the multiplication operator (*) has the next highest priority, so it is evaluated next, resulting in $2 + 48$. Finally, the addition operator (+) has the lowest priority, so it is evaluated last, resulting in 50.

You can find more information about the operator precedence in Python in the following references:

- * 6. Expressions - Python 3.11.5 documentation
- * Precedence and Associativity of Operators in Python - Programiz
- * Python Operator Priority or Precedence Examples Tutorial

NEW QUESTION # 15

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