

CLASS XII
TEST
CHAPTER – FUNCTIONS
PART -B

1. What is a variable defined inside a function referred to as?

- i. A global variable
- ii. A volatile variable
- iii. A local variable
- iv. An automatic variable

2. How many keyword arguments can be passed to a function in a single function call?

- i. zero
- ii. one
- iii. zero or more
- iv. one or more

3. How are required arguments specified in the function heading?

- i. identifier followed by an equal to sign and the default value
- ii. identifier followed by the default value within backticks (“ ”)
- iii. identifier followed by the default value within squarebrackets ([])
- iv. identifier

4. What is returned by

```
>>> math.ceil(3.4)?
```

- i. 3
- ii. 4
- iii. 4.0
- iv. 3.0

5. What is the value returned by

```
>>> math.floor(3.4)
```

- i. 3 ii. 4 iii. 4.0 iv. 3.0

6. What is returned by

`>>> math.ceil(-3.4)?`

- ii. 3 ii. 4 iii. 4.0 iv. -3

7. What is the value returned by

`>>> math.floor(-3.4)`

- ii. 3 ii. -4 iii. 4.0 iv. 3.0

8. What is displayed on executing `print(math.fabs(-3.4))`?

- i. -3.4 ii . 3.4 i i i . 3 i v . -3

9. What is output of `print(math.pow(3, 2))`?

- i. 9 ii. 9.0 iii. None iv. None of these

10. What is the value of x if `x = math.sqrt(4)`?

- i. 2 ii. 2.0 iii. (2, -2) iv. (2.0, -2.0)

11. To include the use of functions which are present in the random library, we must use the option:

- i. `import random` iii. `random.h`
ii. `import.random` iv. `random.random`

12. What is the output of the code shown below?

`import random`

random.choice(2,3,4)

- i. An integer other than 2, 3 and 4
- ii. Either 2, 3 or 4
- iii. Error
- iv. 3 only

13. What is the output of the function shown below (random module has already been imported)?

```
>>>random.choice('sun')
```

- i. sun
- ii. u
- iii. either s, u or n
- iv. Error

14. What is the output of the function shown below if the random module has already been imported?

```
>>>import random
```

```
>>>random.randint(3.5,7)
```

- i. Error
- ii. Any integer between 3.5 and 7, including 7
- iii. Any integer between 3.5 and 7, excluding 7
- iv. The integer closest to the mean of 3.5 and 7

15. Which type of elements are accepted by random.shuffle()?

- i. strings
- ii. Lists
- iii. Tuples
- iv. integers