

B.Com(Computer Application) Semester-VI

SUBJECT:- PYTHON

QUESTION BANK

UNIT-III

[2 Marks Only]

Q.1. What do you mean by string?

Ans: - String is a sequence of characters. A character is simply a symbol. For ex, the English language has 26 characters. Computers do not deal with these characters; they deal with numbers (binary). Even though one may see characters on his/her screen, internally it is stored and manipulated as a combination of 0's and 1's. This conversion of character to a number is called encoding and the reverse process is decoding. ASCII and Unicode are some popular encoding used.

In python, string is a sequence of Unicode character. Unicode was introduced to include every character in all languages and bring uniformity in encoding.

Q.2. What is string slicing in python?

Ans:- In many programming languages it can be quite tough to slice a part of string and even tougher, if one likes to address a "subarray". Python makes it very easy with its slice operator. Slicing is often better known as substring or substr.

Syntax:-

```
String_name[lower bound: upper bound: step]
```

Q.3. What do you mean by standard I/O?

Ans:- Standard Input:-

Standard input is the data that goes to the program. The standard input comes from keyboard. In order to work with standard I/O streams, one must important the sys module. The read() method reads one character from the standard input.

Standard Output:-

Standard output is where one prints data with the print keyword. Unless redirected, it is the terminal console. For ex, in the following program, one writes some text to the standard output. One uses the write() method for it.

Q.4. What is Garbage collection?

Ans:- Garbage collection is the process of cleaning shared computer memory which is currently being put to use by a running program when that program no longer needs to that memory. With Garbage collection, that chunk of memory is cleaned so that other programs can use it again.

Q.5. What is pickle module?

Ans:- Python provides a standard module called pickle. Pickling is the process whereby a python object hierarchy is converted into a byte stream and unpickling is the inverse operation, whereby a byte stream is converted back into an object hierarchy. Pickling is alternatively known as “serialization”, “ Marshalling”, or “flattening”.

Pickle has two main methods:

A] dump():- This method dumps an object to a file object.

B] load():- This method loads an object from a file object.