

PVNet Introduction Python Class Quiz #1 Spring 2026

1. **Variable:** A named storage location used to hold data that can change while a program runs.
2. **Data Type:** The kind of data a value represents, such as numbers or text.
3. **Integer:** A whole number with no decimal point.
4. **Float:** A number that contains a decimal point.
5. **String:** A sequence of characters used to represent text.
6. **Boolean:** A data type that can be either True or False.
7. **List:** An ordered, changeable collection of items.
8. **Tuple:** An ordered collection of items that cannot be changed.
9. **Dictionary:** A collection of key–value pairs used to store related data.
10. **Function:** A reusable block of code that performs a specific task.
11. **Parameter:** A variable listed in a function definition.
12. **Argument:** A value passed into a function when it is called.
13. **Return:** The statement used to send a value back from a function.
14. **Indentation:** Spaces at the beginning of a line that define code blocks in Python.
15. **Loop:** A structure that repeats code while a condition is met.
16. **For Loop:** A loop that repeats code for each item in a sequence.
17. **While Loop:** A loop that runs as long as a condition remains true.
18. **Condition:** An expression that evaluates to True or False.
19. **If Statement:** A statement that runs code only if a condition is true.
20. **Else Statement:** A statement that runs code when an if condition is false.
21. **Elif Statement:** A statement that checks another condition if the previous one is false.
22. **Operator:** A symbol used to perform an operation on values.
23. **Comparison Operator:** An operator used to compare two values.
24. **Logical Operator:** An operator used to combine conditions.
25. **Comment:** Text in code that is ignored by Python and used to explain code.
26. **Syntax:** The rules that define how Python code must be written.
27. **Module:** A file containing Python code that can be reused.
28. **Library:** A collection of modules that provide extra functionality.
29. **Import:** A command used to bring a module or library into a program.
30. **Error:** A problem in code that prevents it from running correctly.