

Q: Which of the following is not true of python programming language?

- a) The program is typically translated once before execution and then translated version is the one run that is run after that.
- b) Typically the program translated each time that it executes.
- c) Python programs do not require translation but the instructions can be directly executed by a computer.
- d) Programs written in python run faster than programs written in almost any other language.

'a' One possible correct option: If you take the text from the first option about programs being translated once as meaning that the program is "translated once into a binary file" then this option is not true and acceptable as correct.

Other options that clearly not true:

'c' Obviously untrue of any programming language except for machine language (python != machine)

'd' Python programs run faster than programs in other languages.

With an actual exam question I'd take any of these option as being correct.

Because the negation was likely added by mistake then this question would likely be a 'freebie' for you because it's hard to go wrong (unless you selected 'b' that is).

Q: Based specifically on what you see in the program below, which of the three Nielson's usability specified in the options below heuristics were violated (if any)? For the purposes of the heuristics you can assume that the program consists only of the instruction specified below

```
postalCode = input("Type in your postal code in the correct format: ")
```

- a) Minimize the user's memory load
- b) Provide clearly marked exits
- c) Provide feedback
- d) (a) & (b)
- e) (a) & (c)
- f) All three of these heuristics have been violated.
- g) None of the three heuristics have been violated.

The answer should have been (f) instead of (e). There's nothing to tell the user how to quit the program or even in the question. It's just standard convention that typing text followed by pressing enter will signal that the user has finished typing in their input but there is nothing clearly specifying this in the program.

