ORANGE

WORKSHEET (2)

TOUCHPAD
PLAY Ver. 2.1 ⊙

Chapter-9

CLASS 6

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

INTRODUCTION TO PROGRAMMING PYTHON

A. Fill in the blanks using the hints given below:

Hints: Instructions, Assembler, Interactive, Guido van Rossum, Digit

1. Python was developed by ....

2. In .... mode, we type one command at a time.

3. A variable name cannot start with a ....

4. A computer language is the means by which .... are transmitted to the computer.

5. An .... is a program used to translate assembly language into machine language.

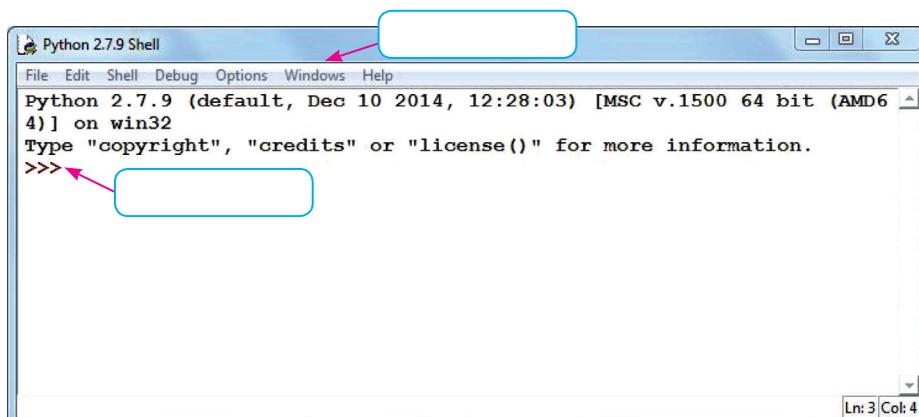**B. Answer the following questions:**

1. Define the term data types.

    ....

2. What is the use of variables in Python?

    ....

3. Define computer language.

    ....

C. Identify the components of Python IDLE window and write down the names in the given boxes.