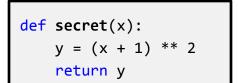
Name:

Use this quiz to help you prepare for the Paper-and-Pencil portion of Test 1. Complete it electronically or print it and complete it by hand, your choice. Answer all questions. Make additional notes as desired. Not sure of an answer? Ask your instructor to explain in class and revise as needed then.

Throughout, where you are asked to "circle your choice", you can circle or underline it (whichever you prefer).

- 1. Consider the **secret** function defined to the right. What are the values of:
 - a. secret(2)
 - b. secret(secret(2))
- 2. Consider the *mystery* function defined to the right. What are the values of:
 - a. mystery(5, 2) _____
 - b. mystery(2, 5)



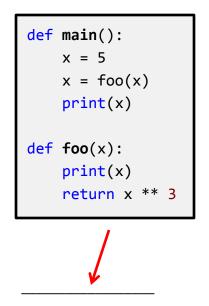
```
def mystery(x, y):
    result = x + (3 * y)
    return result
```

3. Consider the code snippets defined below. They are contrived examples with poor style but will run without errors. For each, what does it print when main runs? (Each is an independent problem. Pay close attention to the order in which the statements are executed.)

```
def main():
    x = 5
    foo(x)
    print(x)
def foo(x):
    print(x)
    return x ** 3
```

Prints: ___

```
def main():
    x = 5
    y = foo(x)
    print(y)
def foo(x):
    x = 10
    print(x)
    return x ** 3
```



4. What is the value of each of the following expressions?

```
7 // 4
14 % 3
                     Hint: This is the REMAINDER from 14 // 3.
3 / 4
7 % 2
                 Note: If x \% 2 == 0, then x is EVEN. If x \% 2 == 1, then x is ODD.
7 ** 2
'fun' + 'ny'
'hot' * 5
```

5. For each of the following code snippets, what does it print? (Write each answer directly below its code snippet.)

```
for j in range(3):
   print((j * 2) + 1)
```

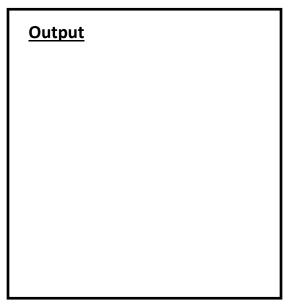
```
a = 10
for k in range(8):
    if k % 2 == 0:
        a = a + k
        print(k, a)
print(a)
```

```
b = 0
for k in range(8):
    if (k + 4) \% 3 == 2:
        b = b + 1
        print(k, b)
print(b)
```

6. For each of the following Boolean expressions, indicate whether it evaluates to *True* or **False** (circle your choice):

| True | False | not (5 < 7) |
|------|-------|------------------------|
| True | False | (7 < 5) or not (5 < 7) |
| True | False | (x < 0) or (x >= 0) |
| True | False | (6 <= 6) or (3 == 2) |
| True | False | (6 <= 6) and (3 == 2) |
| True | False | not not False |

7. What gets printed when **main** is called in the program shown to the right? (Pay close attention to the order in which the statements are executed. Write the output in a column to the left of the program.)



```
def main():
    a = 2
    b = 3
    foo1()
    print(a, b)
    foo2(a, b)
    print(a, b)
    foo3(a, b)
    print(a, b)
def foo1():
    a = 88
    b = 99
def foo2(a, b):
    a = 400
    b = 500
def foo3(x, y):
    x = 44
    y = 55
```

- 8. True or False: As a **user** of a function (that is, as someone who will **call** the function), you don't need to know how the function is **implemented**; you just need to know the **specification** of the function. **True False** (circle your choice)
- 9. List **two** reasons why functions are useful and important.

Reason 1:

Reason 2:

10. **float** versus **int**:

a. Write two Python constants – one an integer (int) and one a floating point number (float) – that clearly shows the difference between the int and float types.

- b. A Python **int** can have an arbitrarily large number of digits. True False (circle your choice)
- c. A Python **float** can represent an arbitrarily large number. True False (circle your choice)
- d. There is a limit to the number of significant digits a Python float can have. True False (circle your choice)
- 11. int versus str: What does each of the following code snippets print or cause to happen? (Write each answer to the side of its code snippet.)

```
x = '5'
print(x * 3)
```

```
y = int('5')
print(y * 3)
```

Hint for the above: The int function converts a string argument to the equivalent integer. For example, int(8) evaluates to the INTEGER 8.

```
z = '5'
print(z / 3)
```

12. Does the following function meet its specification? If not, why not?

```
def get_number(x):
    Returns x squared plus x cubed, for the given x.
    For example, if x is 5, returns (5 ** 2) + (5 ** 3), which is 150.
    answer = (x ** 2) + (x ** 3)
    print(answer)
```

13. Does the following function meet its specification? If not, why not?

```
def get_number(x):
    Returns x squared plus x cubed, for the given x.
    For example, if x is 5, returns (5 ** 2) + (5 ** 3), which is 150.
    m m m
    answer = (x ** 2) + (x ** 3)
    print(answer)
    return answer
```

14. Does the following function meet its specification? If not, why not?

```
def test_get_number(x):
    """ Tests the get number function. """
    answer1 = get number(5)
    answer2 = get number(1)
    answer3 = get_number(2)
```

15. Consider a function whose name is **print string** that takes two arguments as in this example:

```
print_string('Robots rule!', 4)
```

The function should print the given string the given number of times. So, the above function call should produce this output:

Robots rule! Robots rule! Robots rule!

Robots rule!

Write (in the space to the right) a complete implementation, including the header (def) line, of the above **print** string function.

16. Each of the 5 items listed below has one or more examples of it in the code shown to the right.

> For each of the 5 items listed below, find **ONE** example of that item in the code. Then write the line number on which your example of that item appears, and circle on that line your example of that item. (It is possible that one line has examples of

```
import rosegraphics as rg
  import math
  window = rg.RoseWindow(500, 250)
 radius = math.sin(2)
  color = 'blue'
  point = rg.Point(1, 2)
7 circle = rg.Circle(point, radius)
 circle.fill color = color
  circle.attach to(window)
```

multiple items, so you might have more than one circle on a line --- that is OK.)

- a. **Object**. Appears on line number .
- b. **Method**. Appears on line number .
- Appears on line number . c. **Instance variable** (aka **field**).
- d. **Function**. Appears on line number .
- e. Variable (aka local variable). Appears on line number .