

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:

```
def secret(x):
    y = (x + 1) ** 2
    return y
```

- a. `secret(2)` _____
- b. `secret(secret(2))` _____

2. Consider the *mystery* function defined to the right. What are the values of:

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

- a. `mystery(5, 2)` _____
- b. `mystery(2, 5)` _____

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
```

```
def main():
    x = 5
    x = foo(x)
    print(x)

def foo(x):
    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):

<i>True</i>	<i>False</i>	<code>not (5 < 7)</code>
<i>True</i>	<i>False</i>	<code>(7 < 5) or not (5 < 7)</code>
<i>True</i>	<i>False</i>	<code>(x < 0) or (x >= 0)</code>
<i>True</i>	<i>False</i>	<code>(6 <= 6) or (3 == 2)</code>
<i>True</i>	<i>False</i>	<code>(6 <= 6) and (3 == 2)</code>
<i>True</i>	<i>False</i>	<code>not not False</code>

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.**)

Output

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

```
1 import rosegraphics as rg  
2 import math  
3 window = rg.RoseWindow(500, 250)  
4 radius = math.sin(2)  
5 color = 'blue'  
6 point = rg.Point(1, 2)  
7 circle = rg.Circle(point, radius)  
8 circle.fill_color = color  
9 circle.attach_to(window)
```

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