Part of REQUIRED Admission Ticket for Exam 1 Exam 1 - Paper and Pencil part (Spring, 2020-21)

Name:	Section:	

For this part, the ONLY external resource you may use is a single 8½ by 11-inch sheet of paper, with whatever you want on it, typed or handwritten or a combination of the two. You may use only ONE side of the sheet. You must have prepared the sheet before beginning this exam. You may also use a calculator if you like (but only for calculating).

Problem	Points Possible	Points Earned	Comments
1	10		
2	4		
3	4		
4	6		
5	6		
6	10		
7	10		
Total (of 100 on the exam)	50		

Communication

For both parts of the exam, **you must not communicate with anyone** except your instructors and their delegates, if any. In particular:

- You must not talk with anyone else or exchange information with them during this exam.
- After this exam, you must not talk about the exam with anyone who has not yet taken it.

1. Consider the code snippet below. It is a contrived example with poor style, but it will run without errors. What does it print when it runs? Write your answer in the box to the right of the code. Show your work by making notations in the code or by using the empty space below or on another sheet of paper, as desired.

```
Output:
def main():
    g = snowflake(4, 2)
    print("Main:", g)
def snowflake(x, y):
    print("Snowflake 1:", x, y)
    print(fang(x) + fang(y))
    print("Snowflake 2:", x, y)
    return fang(x + y)
    print("Done!")
def fang(x):
    print("Fang:", x)
    x = x + 1
    return x * 10
print("Winter:", fang(53))
main()
```

2. Assume that you have a name (i.e., variable) **my_circle** that refers to an **rg.Circle** object that has already been made in the code and that

import rosegraphics as rg
already appears in the code.

Write statements that would:

- construct a new rg.Point named p located at (400, 200);
- and cause the center of my_circle to become that newly constructed rg.Point.

- 3. Assume that you have names (i.e., variables) snowflake and fang that refer to Gerbil objects that have already been made in the code. Assume further that Gerbil objects have a squeak_at method that takes three arguments:
 - a duration, that is a number for how long to squeak in seconds
 - a volume, that is a number for how loud to squeak (1 to 10, 10 is loudest)
 - and a gerbil argument, of type Gerbil, to whom the first Gerbil (the one calling the squeak_at method) is to squeak at.
 - (a) Write a statement (below) that would make snowflake squeak at fang for a minute at the maximum (loudest) volume.
 - (b) Write a statement (below) that would make fang squeak at snowflake for 20 seconds at the minimum (least loud) volume.

4. Assume that you have names (i.e, variables) a and b that are positive integers where b > a. In the box below, fill in the blanks with code that would print every integer from b - a to b + a including the b + a value. For example, if a = 4 and b = 11, your code would print every integer from 7 to 15, thus producing the output shown to the right. Your code must be for the generic case for a and b. That is, use the names (i.e., variables) a and b in filling in the blanks, as appropriate. As in all problems throughout Exam 1, you must use the single-argument form of	7 8 9 10 11 12 13
range, as in range(blah). You may NOT use the multiple-argument form of range, as in range(r, s). for k in range(14 15
print()	

5.	Consider the code snippet below. It is a contrived example with poor sty	/le, b	ut it	will rur	without error	s.
	What does it print when it runs? Write your answer in the box below ar	d to	the r	ight.		
	Suggestion: Use a table on scratch paper to keep track of the values of as you trace through the code.	k,	a	and	b	

a = 2	Output:
b = 8	
for k in range(5):	
a = a + k	
b = a + b	
print(k, a, b)	
print("ok", a, b)	

- 6. Consider the code below. It is a contrived example with poor style but will run without errors. In this problem, you will trace the execution of the code. As each Location is encountered during the run:
 - 1. CIRCLE each name (i.e., variable) that is defined at that Location.
 - 2. WRITE the VALUE of each name (i.e., variable) that you circled directly BELOW the circle.

Note that you fill in the table in the order that Locations are encountered, NOT from top to bottom. Ask for help if you do not understand these instructions.

<pre>def main(): #### Location 1 a = 2 b = 4 c = 10</pre>	Location 1	a	b	С	d	r	У
d = 505 y = 100 #### Location 2	Location 2	а	b	U	d	r	У
y = cat(a, c, d) #### Location 3	Location 3	а	Ь	С	d	r	у
<pre>def cat(a, d, c): #### Location 4 b = 99 r = a + 1</pre>	Location 4	а	b	С	d	r	У
y = 20 c = 42 #### Location 5 return a + 5	Location 5	а	b	с	d	r	У
main() #### Location 6	Location 6	а	b	С	d	r	У

7. Consider a function whose name is **return_sum** that takes two arguments, a positive integer **m** first, then a number **r**. The function computes and returns the first **m** terms of the series:

[3 * (r ** 1)] + [4 * (r ** 2)] + [5 * (r ** 3)] + [6 * (r ** 4)] + ...

For example, return_sum(6, 2) returns

$$(3 * 2) + (4 * 4) + (5 * 8) + (6 * 16) + (7 * 32) + (8 * 64)$$

(which is 894) while return_sum(3, 0.5) returns

Write (in the box below) a complete implementation, including the header (**def**) line, of the above **return_sum** function.

