

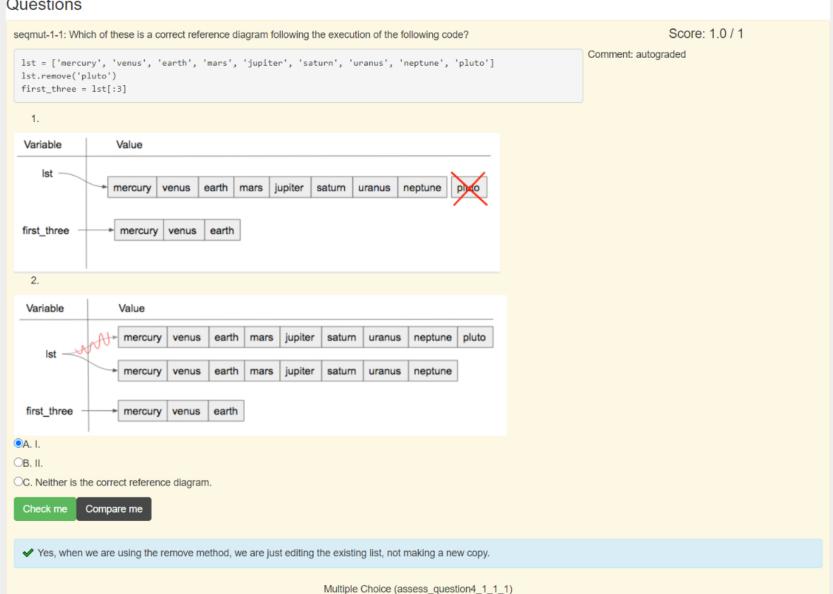
course_1_assessment_11

Due: 2018-11-25 01:25:00

Description: Assessment for Way of Programmer Week four.

Score: 11.0 of 11 = 100.0%

Questions



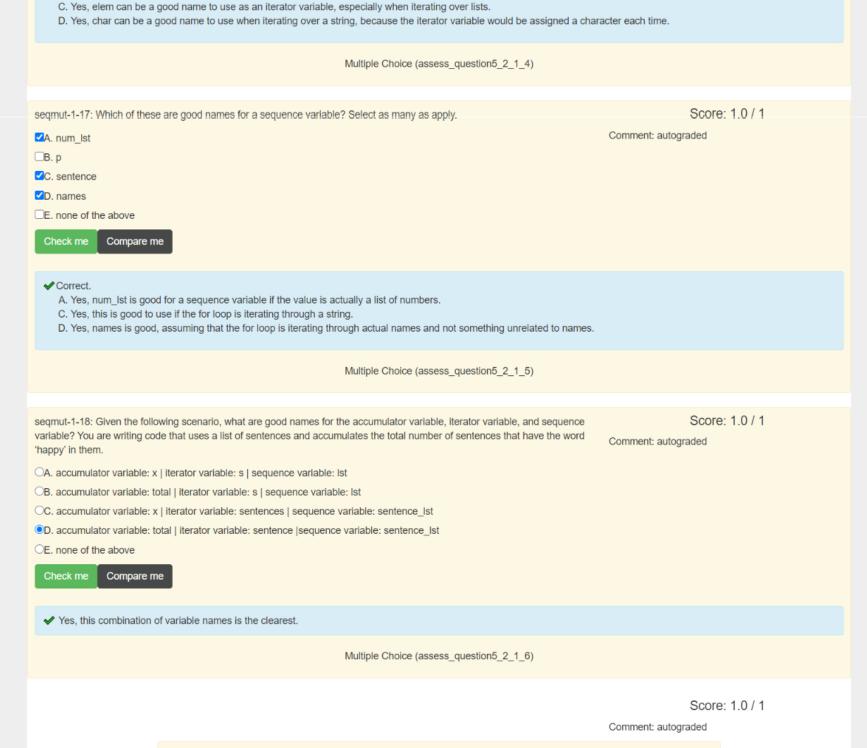
```
Score: 1.0 / 1
segmut-1-4: What will be the value of a after the following code has executed?
                                                                                                                       Comment: autograded
 a = ["holiday", "celebrate!"]
 quiet = a
 quiet.append("company")
The value of a will be
  ["holiday", "celebrate!", "corr
              Compare me
  Check me
 Good work!
                                                                Fill in the Blank (assess_question3_3_1_1)
                                                                                                                                        Score: 1.0 / 1
segmut-1-5: Could aliasing cause potential confusion in this problem?
                                                                                                                       Comment: autograded
 b = ['q', 'u', 'i']
 z = b
 b[1] = 'i'
 z.remove('i')
 print(z)
A. yes
OB. no
              Compare me

✓ Yes, b and z reference the same list and changes are made using both aliases.

                                                                Multiple Choice (assess_question3_3_1_2)
                                                                                                                                        Score: 1.0 / 1
segmut-1-13: Given that we want to accumulate the total sum of a list of numbers, which of the following accumulator patterns
would be appropriate?
                                                                                                                       Comment: autograded
   1.
 nums = [4, 5, 2, 93, 3, 5]
 s = 0
 for n in nums:
    s = s + 1
   2.
 nums = [4, 5, 2, 93, 3, 5]
```

```
for n in nums:
     s = n + n
   3.
 nums = [4, 5, 2, 93, 3, 5]
 s = 0
 for n in nums:
   s = s + n
OA. I.
OB. II.
●C. III.
OD. none of the above would be appropriate for the problem.
 Check me Compare me
 Yes, this will solve the problem.
                                                              Multiple Choice (assess_question5_2_1_1)
                                                                                                                                   Score: 1.0 / 1
seqmut-1-14: Given that we want to accumulate the total number of strings in the list, which of the following accumulator patterns
would be appropriate?
                                                                                                                   Comment: autograded
   1.
 lst = ['plan', 'answer', 5, 9.29, 'order, items', [4]]
 s = 0
 for n in 1st:
    s = s + n
   2.
 lst = ['plan', 'answer', 5, 9.29, 'order, items', [4]]
 for item in 1st:
    s = 0
     if type(item) == type("string"):
        s = s + 1
   3.
 lst = ['plan', 'answer', 5, 9.29, 'order, items', [4]]
 5 = ""
 for n in 1st:
    s = s + n
   4.
 lst = ['plan', 'answer', 5, 9.29, 'order, items', [4]]
 s = 0
 for item in 1st:
```

<pre>if type(item) == type("string"): s = s + 1</pre>	
OA. 1. OB. 2. OC. 3. OD. 4. OE. none of the above would be appropriate for the problem. Check me Compare me	
✓ Yes, this will solve the problem. Multiple Choice (assess_question5_2_1_2)	
Widitiple Offolde (assess_questiofib_z_1_z)	
seqmut-1-15: Which of these are good names for an accumulator variable? Select as many as apply. A. sum B. x C. total D. accum E. none of the above Check me Compare me	Score: 1.0 / 1 Comment: autograded
C. Yes, total is a good name for accumulating numbers. D. Yes, accum is a good name. It's both short and easy to remember.	
Multiple Choice (assess_question5_2_1_3)	
seqmut-1-16: Which of these are good names for an iterator (loop) variable? Select as many as apply. A. item B. y C. elem D. char E. none of the above Check me Compare me	Score: 1.0 / 1 Comment: autograded
✓ Correct. A. Yes, item can be a good name to use as an iterator variable.	



For each character in the string saved in <code>ael</code> , append that character to a list that should be saved in a



Score: 1.0 / 1

Comment: autograded



© Copyright 2018 Runestone Interactive LLC

username: sachinkumar778866@gmail.com | Back to top