

## Feedback — Quiz 5b

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You submitted this quiz on **Tue 21 Oct 2014 2:34 PM WEST**. You got a score of **100.00** out of **100.00**.

### Question 1

Which of the following expressions corresponds to a dictionary with no elements?

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> <code>{}</code>	✓	5.00	
<input type="checkbox"/> <code>&lt;&gt;</code>	✓	1.00	
<input type="checkbox"/> <code>[]</code>	✓	1.00	
<input checked="" type="checkbox"/> <code>dict()</code>	✓	3.00	
Total		10.00 / 10.00	

### Question 2

Given an existing dictionary `favorites`, what Python statement adds the key `"fruit"` to this dictionary with the corresponding value `"blackberry"` ?

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <code>favorites["fruit"] = "blackberry"</code>	✓ 7.00	

☐ `favorites["fruit" = "blackberry"]` ✓ 1.00

☐ `favorites{"fruit" : "blackberry"}` ✓ 1.00

☐ `favorites = {"fruit" : "blackberry"}` ✓ 1.00 This statement creates a new dictionary instead of adding to an existing dictionary.

Total 10.00 / 10.00

### Question 3

Keys in a dictionary can have which of the following types?

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> Tuples	✓	2.50	
<input type="checkbox"/> Dictionaries	✓	1.25	
<input type="checkbox"/> Lists	✓	1.25	
<input checked="" type="checkbox"/> Strings	✓	2.50	
<input checked="" type="checkbox"/> Booleans	✓	2.50	
Total		10.00 / 10.00	

### Question 4

Values in a dictionary can have which of the following types?

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> Booleans	✓	2.50	

<input checked="" type="checkbox"/> Dictionaries	✓	2.50
<input checked="" type="checkbox"/> Tuples	✓	2.50
<input checked="" type="checkbox"/> Strings	✓	2.50
Total		10.00 / 10.00

## Question 5

We often want to loop over all the key/value pairs in a dictionary. Assume the variable `my_dict` stores a dictionary. One way of looping like this is as follows:

```
for key in my_dict:
    value = my_dict[key]
...
```

However, there is a better way. We can instead write the following:

```
for key, value in ???:
    ...
```

What code should replace the question marks so that the two forms are equivalent? Refer to the video on dictionaries or the CodeSkulptor [documentation](#).

Your Answer	Score	Explanation
<input type="radio"/> <code>my_dict.keys_values()</code>		
<input type="radio"/> <code>my_dict.values()</code>		
<input type="radio"/> <code>list(my_dict)</code>		
<input type="radio"/> <code>items(my_dict)</code>		
<input checked="" type="radio"/> <code>my_dict.items()</code>	✓ 10.00	
<input type="radio"/> <code>my_dict.keys()</code>		
Total	10.00 / 10.00	

## Question 6

Conceptually, the purpose of a dictionary is to represent a relationship between two collections of data — each key in the dictionary is related to one value. Which of the following situations are instances of such a relationship?

Do not include situations where you have to introduce additional information in order to fit them into such a relationship.

Your Answer	Score	Explanation
<input type="checkbox"/> Storing a sorted collection of strings	✓ 1.00	No, dictionaries are unordered. A list is a better option.
<input checked="" type="checkbox"/> Storing where each person lives	✓ 4.00	Yes, map each person (key) to the corresponding address (value).
<input checked="" type="checkbox"/> Storing names and IDs (identification numbers)	✓ 4.00	Yes, map each ID (key) to the corresponding name (value). Each ID should be unique — otherwise it shouldn't be considered an ID.
<input type="checkbox"/> Storing a sensor's data samples	✓ 1.00	No, there is no explicit relationship in this example. Conceptually, that would just be a list or, possibly, set of data.
Total	10.00 / 10.00	

### Question Explanation

Note that it is possible to use dictionaries to represent sets and ordered collections. However, the focus of this question is on the relationship between data.

## Question 7

In the previous quiz, you were asked to complete the following code:

```
import random

def random_point():
    """Returns a random point on a 100x100 grid."""
    return (random.randrange(100), random.randrange(100))

def starting_points(players):
    """Returns a list of random points, one for each player."""
    points = []
    for player in players:
        point = random_point()
        ???
    return points
```

Now, we want to rewrite `starting_points` using a list comprehension. Which list comprehensions could replace the following question marks?

```
def starting_points(players):
    """Returns a list of random points, one for each player."""
    return ???
```

Refer to this week's "Visualizing iteration" video for examples of list comprehensions. Also, try each example in [CodeSkulptor](#) before answering the question.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <code>[random_point() for p in players]</code>	✓ 4.00	
<input type="checkbox"/> <code>[random_point for players]</code>	✓ 0.50	Syntactically incorrect and also need to call the <code>random_point</code> function.
<input type="checkbox"/> <code>[random_point(player) for player in players]</code>	✓ 0.50	<code>random_point()</code> doesn't take an argument.
<input type="checkbox"/> <code>[for player in players: random_point()]</code>	✓ 0.50	Syntactically incorrect
<input type="checkbox"/> <code>[random_point for player in players]</code>	✓ 0.50	Need to call the <code>random_point</code> function.

☒ `[random_point() for player` ✓ 4.00  
`in players]`

Total 10.00 /  
10.00

## Question 8

You have the following code. The goal is to display a portion of the image, rescaling it to fill the canvas.

```
import simplegui

frame_size = [200, 200]
image_size = [1521, 1818]

def draw(canvas):
    canvas.draw_image(image, image_size,
                      [image_size[0] / 2, image_size[1] / 2],
                      [frame_size[0] / 2, frame_size[1] / 2],
                      frame_size)

frame = simplegui.create_frame("test", frame_size[0], frame_size[1])
frame.set_draw_handler(draw)
image = simplegui.load_image("http://commondatastorage.googleapis.com/codeskulptor-assets/gutenberg.jpg")

frame.start()
```

Run it, and observe that nothing is displayed in the frame. What is the problem?

Your Answer	Score	Explanation
<input type="radio"/> The file doesn't exist.		
<input checked="" type="radio"/> The source arguments in <code>draw_image</code> are incorrect. We are trying to load pixels that are not within the image, and thus the	✓ 10.00	

draw fails.

☐

One or more of the `draw_image` arguments are of the wrong type.

☐

The destination arguments in `draw_image` are incorrect. We aren't specifying values that would draw the image on this size canvas.

☐

The file is not an image.

Total	10.00 / 10.00
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## Question 9

Write a CodeSkulptor program that loads and draws the following image:

<http://commondatastorage.googleapis.com/codeskulptor-assets/alphatest.png> with a source center of [220, 100] and a source size of [100, 100]. What one word appears in the canvas? If a letter is capitalized in the image, enter it as a capital.

Note that you do have to position the image as stated to see the correct word.

**You entered:**

tin

Your Answer		Score	Explanation
tin	✓	20.00	
Total		20.00 / 20.00	

