

## Feedback — Quiz 2a

[Help](#)

You submitted this quiz on **Mon 29 Sep 2014 4:17 AM CDT**. You got a score of **98.50** out of **100.00**. You can [attempt again](#), if you'd like.

### Question 1

What typically calls an event handler?

Your Answer	Score	Explanation
<input type="radio"/> The code you write.		
<input checked="" type="radio"/> Some code that you didn't write which generates the event.	✓ 10.00	Correct.
Total	10.00 / 10.00	

### Question 2

In CodeSkulptor, how many event handlers can be running *at the same time*?

Your Answer	Score	Explanation
<input checked="" type="radio"/> 1	✓ 10.00	Correct.
<input type="radio"/> 0		
<input type="radio"/> Unlimited, i.e., 0 or more		
Total	10.00 / 10.00	

## Question 3

What are the three parts of a frame?

Refer to the video on SimpleGUI.

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> Status Area	✓	3.00	
<input type="checkbox"/> Background Area	✓	0.17	
<input type="checkbox"/> Title	✓	0.17	
<input type="checkbox"/> Border	✓	0.17	
<input type="checkbox"/> Mouse	✓	0.17	
<input type="checkbox"/> Keyboard	✓	0.17	
<input checked="" type="checkbox"/> Control Area	✓	3.00	
<input checked="" type="checkbox"/> Canvas	✓	3.00	
<input type="checkbox"/> Options Area	✓	0.17	
Total		10.00 / 10.00	

## Question 4

For the SimpleGUI-based programs in this course, we recommended breaking down an interactive Python program into seven parts. Below, these parts are listed alphabetically.

1. Create frame
2. Define classes
3. Define event handlers
4. Initialize global variables
5. Define helper functions
6. Register event handlers
7. Start frame and timers

However, in lecture, we recommended a particular ordering of these parts. Enter 7 numbers in the range 1–7, separated only by spaces, to indicate the recommended ordering of the preceding elements of an interactive Python program. For example, if you think that the first action in your program should be to register your event handlers, enter 6 as the first

number in the sequence.

You entered:

4 5 2 3 1 6 7

Your Answer		Score	Explanation
4	✓	1.43	
5	✓	1.43	
2	✓	1.43	
3	✓	1.43	
1	✓	1.43	
6	✓	1.43	
7	✓	1.43	
Total		10.00 / 10.00	

## Question 5

Assume the following global definition is part of your program.

x = 5

If each of the following function definitions are also part of your program, which of them **needs** a `global x` declaration? You can try each definition in [CodeSkulptor](#).

Your Answer	Score	Explanation
<input type="checkbox"/> <div>def d(y):     y = x     + y     retur n y</div>	✓ 1.50	This example does not need a global declaration. You don't need a <code>global</code> declaration unless you are assigning to the global variable.
<input checked="" type="checkbox"/>	✗ 0.00	This example does not need a global declaration. Here a local variable

```
def b(x,
y):
    x = x
    + y
    retur
n x
```

`x` is being assigned to. If you add a `global` declaration, you'll get a `SyntaxError`.



1.50

This example does not need a global declaration. You don't need a `global` declaration unless you are assigning to the global variable.

```
def c(y):
    retur
n x + y
```



5.50

This example needs a global declaration. A global variable is assigned within a function, so you need a `global` declaration.

```
def a(y):
    x = x
    + y
    retur
n y
```

Total

8.50 /

10.00

## Question 6

Consider the following code.

```
count = 0

def square(x):
    global count
    count += 1
    return x**2

print square(square(square(square(3))))
```

What is the value of `count` at the end? Enter a number. (You can double check your answer in CodeSkulptor if you wish.)


You entered:

Your

Score

Explanation

Answer

4  10.00 Correct. Each time `square` is called the global variable `count` is increased by 1.

Total 10.00 /  
10.00





## Question 7

Consider the following code.

```
a = 3
b = 6

def f(a):
    c = a + b
    return c
```

Which names occur in the global scope?

Your Answer	Score	Explanation
<input type="checkbox"/> <code>c</code>	 2.50	
<input checked="" type="checkbox"/> <code>f</code>	 2.50	The function name <code>f</code> has global scope.
<input checked="" type="checkbox"/> <code>b</code>	 2.50	
<input checked="" type="checkbox"/> <code>a</code>	 2.50	
Total	10.00 / 10.00	

## Question 8

Consider the following code.

```
a = 3
b = 6

def f(a):
    c = a + b
    return c
```

Which names occur in a local scope?

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> <code>a</code>	✓	2.50	
<input type="checkbox"/> <code>f</code>	✓	2.50	
<input type="checkbox"/> <code>b</code>	✓	2.50	
<input checked="" type="checkbox"/> <code>c</code>	✓	2.50	
Total		10.00 / 10.00	

## Question 9

Which of the following are valid calls to `create_frame`?

Look at the [documentation](#) for SimpleGUI frames, but also try the code in CodeSkulptor.

Your Answer		Score	Explanation
<input checked="" type="checkbox"/> <code>frame = simplegui.create_frame("Testing", 200, 200, 300)</code>	✓	4.00	
<input type="checkbox"/> <code>frame = simplegui.create_frame("My Frame", 200, 200, 200, 200)</code>	✓	1.00	This is not a valid call. The call has too many arguments.
<input type="checkbox"/> <code>frame = simplegui.create_frame(100, 100, 100)</code>	✓	1.00	This is not a valid call. The call is missing title argument.
<input checked="" type="checkbox"/> <code>f = simplegui.create_frame("My Frame", 100, 100)</code>	✓	4.00	
Total		10.00 / 10.00	

## Question 10

Which of the following are valid ways of making a canvas with a red background?

Look at the [documentation](#) for SimpleGUI constants, but also try the code in CodeSkulptor.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <pre>import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background("#FF0000") frame.start()</pre>	✓ 4.00	
<input checked="" type="checkbox"/> <pre>import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background("Red") frame.start()</pre>	✓ 4.00	
<input type="checkbox"/> <pre>import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background(Red) frame.start()</pre>	✓ 1.00	
<input type="checkbox"/> <pre>import simplegui frame = simplegui.create_frame("My Frame", 100, 100, "Red") frame.start()</pre>	✓ 1.00	
Total	10.00 / 10.00	