Feedback — Quiz 2a

Authentication is not required for this quiz.

You submitted this quiz on **Mon 29 Sep 2014 10:21 AM WEST**. You got a score of **100.00** out of **100.00**.

Question 1

What typically calls an event handler?

Your Answer		Score	Explanation
⦿ Some code that you didn't write which generates the event.	✔	10.00	Correct.
◯ The code you write.			
Total		10.00 / 10.00	

Question 2

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

Your Answer		Score	Explanation
⦿ 1	✔	10.00	Correct.
◯ Unlimited, i.e., 0 or more			
◯ 0			
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
☐ Background Area	✔	0.17	
☑ Control Area	✔	3.00	
☐ Keyboard	✔	0.17	
☐ Options Area	✔	0.17	
☐ Border	✔	0.17	
☑ Canvas	✔	3.00	
☐ Title	✔	0.17	
☐ Mouse	✔	0.17	
☑ Status Area	✔	3.00	
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
☐ def c(y): retur n x + y	✔	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 a(y):	✔	5.50	This example needs a global declaration. A global variable is assigned within a function, so you need a `global` declaration.

```
   x = x
+ y
   retur
n y
```

☐
 def d(y):
   y = x
 + y
    retur
 n y
	✔	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 b(x,
 y):
   x = x
 + y
    retur
 n x
	✔	1.50	This example does not need a global declaration. Here a local variable `x` is being assigned to. If you add a `global` declaration, you'll get a `SyntaxError`.

Total		10.00 / 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:

```
4
```

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
☑ `f`	✔	2.50	The function name `f` has global scope.
☑ `a`	✔	2.50	
☐ `c`	✔	2.50	
☑ `b`	✔	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
☐	b	✔ 2.50	
☑	c	✔ 2.50	
☑	a	✔ 2.50	
☐	f	✔ 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
☑	`f = simplegui.create_frame("My Frame", 100, 100)`	✔ 4.00	
☑	`frame = simplegui.create_frame("Testing", 200, 200, 300)`	✔ 4.00	
☐	`frame = simplegui.create_frame(100, 100, 100)`	✔ 1.00	This is not a valid call. The call is missing title argument.
☐	`frame = simplegui.create_frame(200, 200, 200, 200)`	✔ 1.00	
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
☑ import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background("red") frame.start()	✔	4.00	
☐ import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background(Red) frame.start()	✔	1.00	
☑ import simplegui frame = simplegui.create_frame("My Frame", 100, 100) frame.set_canvas_background("#FF0000") frame.start()	✔	4.00	
☐ import simplegui frame = simplegui.create_frame("My Frame", 100, 100, "Red") frame.start()	✔	1.00	
Total		10.00 / 10.00	