The "Fundamentals of Computing" Specialization

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### Feedback - Quiz 2a

Help

You submitted this quiz on **Mon 29 Sep 2014 4:06 AM CDT**. You got a score of **76.50** out of **100.00**. You can attempt again, if you'd like.

Question 1 What typically calls an event handler?			
Your Answer		Score	Explanation
Some code that you didn't write which generates the event.	<b>~</b>	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
<ul><li>Unlimited, i.e., 0 or more</li></ul>	×	0.00	
O 1			
0			
Total		0.00 / 10.00	

### **Question 3**

What are the three parts of a frame?

Refer to the video on SimpleGUI.

Your Answer		Score	Explanation
Control Area	~	3.00	
Options Area	~	0.17	
Mouse	~	0.17	
Title	~	0.17	
Background Area	~	0.17	
Keyboard	~	0.17	
Border	~	0.17	
Status Area	~	3.00	
☑ Canvas	~	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:

4523167

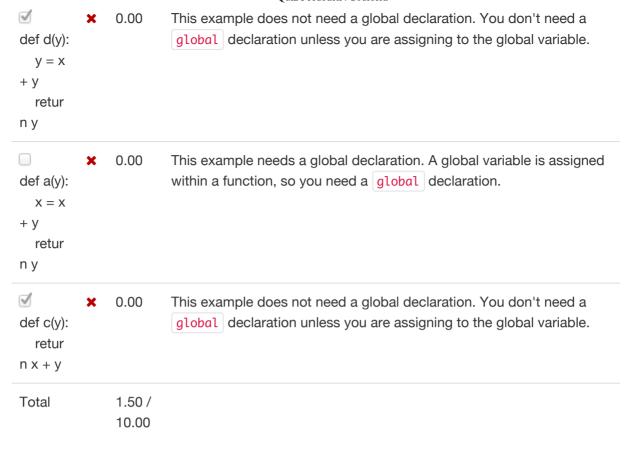
Your Answer		Score	Explanation
4	<b>~</b>	1.43	
5	<b>~</b>	1.43	
2	<b>~</b>	1.43	
3	<b>~</b>	1.43	
1	<b>~</b>	1.43	
6	<b>~</b>	1.43	
7	<b>~</b>	1.43	
Total		10.00 / 10.00	

# **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.



# **Question 6**

Consider the following code.

```
count = 0

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

print 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
1 a	~	2.50	
р	<b>~</b>	2.50	
f	×	0.00	The function name f has global scope.
С	<b>~</b>	2.50	
otal		7.50 / 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?

<b>~</b>	2.50	
~	2.50	
×	0.00	
<b>~</b>	2.50	
	7.50 / 10.00	
	×	<b>×</b> 0.00 <b>✓</b> 2.50

## **Question 9**

Which of the following are valid calls to <a href="mailto:create\_frame">create\_frame</a>?

Look at the documentation for SimpleGUI frames, but also try the code in CodeSkulptor.

Your Answer		Score	Explanation
<pre>frame = simplegui.create_frame("Testing", 200, 200, 300)</pre>	~	4.00	
f = simplegui.create_frame("My Frame", 100, 100)	<b>~</b>	4.00	
frame = simplegui.create_frame(200, 200, 200, 200)	<b>~</b>	1.00	
frame = simplegui.create_frame(100, 100, 100)	~	1.00	This is not a valid call. The call is missing title argument.
Total		10.00 / 10.00	

# **Question 10**

If the following is our entire program, what one line of code should replace the question

marks for it to show a frame?

????
f = simplegui.create\_frame("My frame", 200, 200)
f.start()

Your Answer
Score
Explanation

import simplegui

10.00

import create\_frame

import simplegui.create\_frame

Total

10.00 / 10.00