

# Quiz 01-05: Python Basics and If-Statement

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## 1) Identify name, value, and type

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- `player` value: "Mia" ;type: str
  - `level` value: 5 ;type: int
  - `accuracy` value: 0.8 ;type: float
- 

## 2) Update a variable (watch the type!)

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```
x = 10
x = x + 2.5
print(x)
print(type(x))
```

Output:

```
12.5
<class 'float'>
```

## 3) Quotes vs no quotes

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```
team = "Tigers"
print(team)
print("team")
```

- `team` (no quotes) prints: Tigers
  - "team" (with quotes) prints: team
- 

## 4) What does it print? (order matters)

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```
print(18 - 5 * 2)
print((18 - 5) * 2)
```

Output:

```
8
26
```

## 5) // and % together

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```
print(17 // 4)
print(17 % 4)
print(4 * (17 // 4) + (17 % 4))
```

Output:

```
4
1
17
```

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## 6) Snacks per kid (cookies per kid + leftover)

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One correct answer:

```
cookies = 29
kids = 6

print(cookies // kids)
print(cookies % kids)
```

Output:

```
4
5
```

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## 7) Mini “calculator”

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One correct answer:

```
a = 20
b = 6

print(a / b)
print(a // b)
print(a % b)
```

Output:

```
3.333333333333335
3
2
```

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## 8) Fix the TypeError (string + number)

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Corrected code:

```
level = 7
message = "Level: " + str(level)
print(message)
```

## 9) Index + slice

```
word = "pineapple"
print(word[0])
print(word[4])
print(word[0:4])
print(word[4:9])
```

Output:

```
p
a
pine
apple
```

## 10) Build a sentence (spaces matter)

The blank should be:

- " " (a single space)

Full correct code:

```
first = "Harry"
last = "Potter"

message = "Hello, " + first + " " + last + "!"
print(message)
```

## 11) Slice + reorder

```
code = "ABCDEF"
part1 = code[1:4]
part2 = code[4:6]
print(part2 + part1)
```

Output:

```
EFBCD
```

## 12) If-elif-else grading

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```
score = 85

if score >= 90:
    print("A")
elif score >= 80:
    print("B")
else:
    print("C")

print("Done")
```

Output:

```
B
Done
```

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## 13) Even or odd, then add a message

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```
n = 15

if n % 2 == 0:
    print("Even")
else:
    print("Odd")

print("n =", n)
```

Output:

```
Odd
n = 15
```

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## 14) Fix the indentation

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One correct answer:

```
age = 11

if age >= 10:
    print("Welcome!")
    print("Have fun!")
```

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## 15) Temperature helper

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One correct answer:

```
temperature = 28

if temperature >= 30:
    print("Hot")
else:
    print("Not hot")
```

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## 16) True or False (logic)

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1. `True and False` → `False`
2. `True or False` → `True`
3. `not True` → `False`
4. `(5 > 3) and (2 > 10)` → `False`
5. `(7 == 7) or (4 != 4)` → `True`

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## 17) Prize condition (fill in the blank)

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One correct answer:

```
score = 88
helped_friend = True

if (score >= 90) or helped_friend:
    print("Prize!")
else:
    print("No prize.")
```

Expected output:

```
Prize!
```

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## 18) Permission check (with `not`)

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One correct answer (uses `not`):

```
age = 9
with_parent = False

if not (age < 10 and not with_parent):
    print("Allowed")
else:
    print("Not allowed")
```

Output:

Not allowed