

NAME: _____

June 3, 2024

1) Consider the following lines of code from the GupPy syntax:

```
Tile(YELLOW).place(x,2)
Tile(RANDOM).place(x,2)
x = x + 2
x = 5
```

The above code contains all lines necessary to place 2 tiles with one to the right of the other, but IN THE WRONG ORDER.

Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 1 as the value of the roll at line 1.

Use 3 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 1 to the variable x.

_____ # Change x by adding a value from calling roll.

_____ # Assign d to the variable x.

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1) Consider the following lines of code from the GupPy syntax:

```
y = y + 2
Tile(RANDOM).place(6,y)
Tile(PINK).place(6,y)
y = 5
```

The above code contains all lines necessary to place 2 tiles with one above the other, but IN THE WRONG ORDER.

Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 3 as the value of the roll at line 1.

Use 2 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable y.

_____ # Change y by adding a value from calling roll.

_____ # Assign d to the variable y.

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June 3, 2024

1) Consider the following lines of code from the GupPy syntax:

```
Tile(PINK).place(x,5)
x = 6
Tile(YELLOW).place(x,5)
x = x - 2
```

The above code contains all lines necessary to place 2 tiles with one to the left of the other, but IN THE WRONG ORDER.

Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 2 as the value of the roll at line 1.

Use 1 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable z.

_____ # Change z by adding a value from calling roll.

_____ # Assign d to the variable z.

NAME:

June 3, 2024

1) Consider the following lines of code from the GupPy syntax:

```
y = y - 2
y = 6
Tile(PINK).place(3,y)
Tile(YELLOW).place(3,y)
```

The above code contains all lines necessary to place 2 tiles with one below the other, but IN THE WRONG ORDER.

Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 4 as the value of the roll at line 1.

Use 6 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable n.

_____ # Change n by adding a value from calling roll.

_____ # Assign d to the variable n.

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1) Consider the following lines of code from the GupPy syntax:

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Tile(RANDOM).place(x,2)
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Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 5 as the value of the roll at line 1.

Use 4 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable v.

_____ # Change v by adding a value from calling roll.

_____ # Assign d to the variable v.

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Tile(RANDOM).place(6,y)
Tile(PINK).place(6,y)
y = 5
```

The above code contains all lines necessary to place 2 tiles with one above the other, but IN THE WRONG ORDER.

Rewrite the code in the correct order to place the tiles as indicated.

2) Consider this block of code:

```
1 x = roll()
2 y = roll()
3 if x >= 4:
4     x = x - 2
5 if y < 4:
6     y = y + 4
7 Tile(PINK).place(x,y)
```

Use 6 as the value of the roll at line 1.

Use 5 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable x.

_____ # Change x by adding a value from calling roll.

_____ # Assign d to the variable x.

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x = 6
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7 Tile(PINK).place(x,y)
```

Use 1 as the value of the roll at line 1.

Use 2 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable y.

_____ # Change y by adding a value from calling roll.

_____ # Assign d to the variable y.

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1) Consider the following lines of code from the GupPy syntax:

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Tile(PINK).place(3,y)
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7 Tile(PINK).place(x,y)
```

Use 3 as the value of the roll at line 1.

Use 1 as the value of the roll at line 2.

What is the value of x at line 7 ? _____

What is the value of y at line 7 ? _____

3) Write code to do the following:

_____ # Assign 3 to the variable z.

_____ # Change z by adding a value from calling roll.

_____ # Assign d to the variable z.

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