Question 1. [6 MARKS]

Part (a) [1 MARK] What is the output of the following program?

```
num = 84
if num >= 80:
   print 'A'
if num >= 20:
   print 'B'
else:
   print 'C'
```

Solution:

A B

Part (b) [1 MARK] What does this program print? (Assume that absent.wav exists.)

```
snd1 = sound.load_sound ('absent.wav')
snd2 = sound.load_sound ('absent.wav')
print id(snd1) == id(snd2)
```

Solution:

False

Part (c) [1 MARK] Assume that s refers to a string with at least two characters. Write an expression that evaluates to the last two characters in s.

Solution:

s[-2:]

Part (d) [1 MARK] Fill-in the missing expression so that the while-loop never executes.

```
response = _____
while response == 'a' or response == 'b':
  response = raw_input ('Type something: ')
```

Solution:

```
response = 'c' # many answers
```

Part (e) [1 MARK] What is the output of the following program?

```
def blah(x):
    x = 1982

x = 2
blah(x)
print x
```

Solution:

2

Part (f) [1 MARK] Briefly explain the difference between a function definition and a function call.

Solution: A function definition tells Python what a function does: it specifies the function's name, the parameters, and the body. A function call runs the function's code using specific values for the parameters.

Question 2. [7 MARKS]

This question asks you to write a program in two steps. First, you'll write a function that determines whether each sample in a sound has a left value equal to its right value. Then, you'll write a main block that calls this function based on user inputs. Assume that sound has already been imported.

Part (a) [4 MARKS]

On the next page, write the function according to its docstring. As an example, if you call all_equal with a sound whose three samples are (10, 10), (40, 40), and (-523, -523), then True should be returned. As a second example, if you call all_equal with a sound whose two samples are (5, 6) and (40, 40), then False should be returned.

```
def all_equal (snd):
    '''Return True if all samples in Sound snd
    have their left channel value equal to their right channel value.
    Return False otherwise.'''
```

Part (b) [3 MARKS]

Complete the main block below. Your program should first use raw_input to ask the user for the name of a wav file; use the prompt Enter filename:. Then, your program should output one of the following two strings, depending on the output of all_equal:

- If all_equal returns True, output Sound is mono
- If all_equal returns False, output Sound is not mono

```
if __name__ == '__main__':
```

Solution:

```
def all_equal (snd):
  '''Return True if all samples in Sound snd
 have their left channel value equal to their right channel value.
 Return False otherwise.
 for samp in snd:
   if sound.get_left(samp) != sound.get_right(samp):
     return False
 return True
if __name__ == '__main__':
 fname = raw_input ("Enter filename: ")
 snd = sound.load_sound (fname)
 res = all_equal (res)
  if res:
   print 'Sound is mono'
  else:
   print 'Sound is not mono'
```

Marking Scheme:

```
For part A:
+1 for the for-loop
+2 for an 'if' with a 'return False'
+1 for 'return True' at the end

For part B:
+1 for the raw_input
+0.5 for loading the sound
+0.5 for calling the function
+1 for the 'if' and associated output messages
```

Question 3. [5 MARKS]

Write the following function according to its docstring. You **must** use a while-loop in your solution (if you don't, no absent.wav for you!). Use the prompt Enter a string: when prompting for a string. For example, if I call the function as follows:

```
prefixed_strings(3, 'wh')
and then type the following three lines:
knock knock!
who's there?
no one. people don't visit anymore. they Skype! how didn't you know that?
the function would return 1 (because only one string starts with wh).

def prefixed_strings (num, prefix):
    '''num is a positive int; prefix is a string.
    Prompt the user for a total of num strings,
    and return the number of those strings that start with prefix.'''
```

Solution:

```
def prefixed_strings (num, prefix):
   good = 0
   counter = 0
   while counter < num:
      s = raw_input ('Enter a string: ')
      if s.startswith (prefix):
        good += 1
      counter += 1
   return good</pre>
```

Marking Scheme:

```
+1 for initializing two counters
+1 for the correct while guard
+0.5 for the raw_input
+1 for the correct 'startswith'
+1 for incrementing the good counter
+0.5 for returning the good counter
```