

CSC 108H1 S 2011 Test 1
Duration — 45 minutes
Aids allowed: none

Student Number:

Last Name: First Name:

Lecture Section: L5101

Instructor: Campbell

*Do **not** turn this page until you have received the signal to start.*

(Please fill out the identification section above, **write your name on the back of the test**, and read the instructions below.)

Good Luck!

This midterm consists of 4 questions on 6 pages (including this one). *When you receive the signal to start, please make sure that your copy is complete.* Comments and docstrings are not required except where indicated, although they may help us mark your answers. They may also get you part marks if you can't figure out how to write the code. No error checking is required: assume all user input and all argument values are valid.

If you use any space for rough work, indicate clearly what you want marked.

1: / 2

2: / 2

3: / 8

4: / 8

TOTAL: / 20

Question 1. [2 MARKS]**Part (a)** [1 MARK] What is the output of the following?

```
pic = media.create_picture(50, 100)
pic2 = media.add_rec_filled(pic, 0, 0, 10, 20, media.yellow)
print type(pic2)
```

Part (b) [1 MARK] Rewrite the following code without an `if`-statement.

```
if not skates and helmet:
    return True
else:
    return False
```

Question 2. [2 MARKS]

In each question below, fill in the box with python code that will make the program behaviour match the comments. You may **not** make any other changes to the code.

Part (a) [1 MARK]

```
day = 16
month = 'February'
```

Print the following: The 16th of February.

print

% (day, month)

Part (b) [1 MARK]

```
pic = media.load_picture(media.choose_file())
```

create a color with RGB values 50, 100, 150

```
media.set_color(media.get_pixel(pic, 0, 0), color)
```

Question 3. [8 MARKS]

Part (a) [4 MARKS] Complete the following function according to its docstring description.

```
def change_blue(pic, quotient):  
    '''(Picture, float) -> Picture  
    Return a new picture that is a copy of pic, but with each pixel's blue color  
    component set to its original value divided by quotient.  quotient is a value  
    between 1.0 and 100.0, inclusive.'''
```

Part (b) [4 MARKS]

Write a main block that allows the user to choose a file, prompts the user with, 'Enter a value between 1.0 and 100.0, inclusive: ', applies the `change_blue` function from part (a) to the picture in that file using the value entered by the user, and displays the resulting picture. You may assume that the user chooses a valid picture file and enters a valid value.

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

Question 4. [8 MARKS]

Consider the following two .py files, which are saved in the same directory (folder).

module_a.py:

```
def f(s):
    result = ''

    for char in s:
        if not char.isdigit():
            result = result + char

    return result

if __name__ == '__main__':
    print f('34d')

# this code is not inside the
# body of the if-statement
print f('a1b2c')
```

module_b.py:

```
import module_a

def g(s):
    answer = module_a.f(s)
    return answer[0]

if __name__ == '__main__':
    print module_a.f('98ef7')
    print g('5f56g')
```

This question continues on the next page. You may use the space below for rough work.

Part (a) [1 MARK]

How many lines of output are produced when `module_b` is executed (by clicking Run)?

Circle one: 2 lines 3 lines 4 lines

Part (b) [4 MARKS]

In the table below, show the output from running `module_b`. If there are fewer than four lines of output, leave the unused box(es) empty.

Part (c) [3 MARKS]

Write a good docstring for the function `f` from `module_a`.

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Short Python function/method descriptions:

`__builtins__:`
 `len(x) -> int`
 Return the length of the str, list, tuple, or dict.
 `raw_input([prompt]) -> str`
 Read a string from standard input. The trailing newline is stripped.

`float:`
 `float(x) -> float`
 Convert a string or number to a floating point number, if possible.

`int:`
 `int(x) -> int`
 Convert x to an integer, if possible. A floating point argument will be truncated towards zero.

`media:`
 `add_rect_filled(pic, x, y, w, h, col)`
 Draw a filled rectangle of Color col, width w, and height h on Picture pic. The upper left corner of the rectangle is at (x, y).
 `choose_file() --> str`
 Prompt user to pick a file. Return the path to that file.
 `copy(Picture) -> Picture`
 Return a copy of the Picture.
 `create_color(int, int, int)`
 Return a Color with RGB values equal to the given int values.
 `create_picture(int, int) --> Picture`
 Given a width and a height, return a Picture with that width and height. All pixels are white.
 `get_blue(Pixel) --> int`
 Return the blue value of the given Pixel.
 `get_color(Pixel) --> Color`
 Return the Color object with the given Pixel's RGB values.
 `get_green(Pixel) --> int`
 Return the green value of the given Pixel.
 `get_pixel(Picture, int, int) --> Pixel`
 Given x and y coordinates, return the Pixel at (x, y) in the given Picture.
 `get_red(Pixel) --> int`
 Return the red value of the given Pixel.
 `load_picture(str) --> Picture`
 Return a Picture object from file with the given filename.
 `set_blue(Pixel, int)`
 Set the blue value of the given Pixel to the given int value.
 `set_color(Pixel, Color)`
 Set the RGB values of the given Pixel to those of the given Color.
 `set_green(Pixel, int)`
 Set the green value of the given Pixel to the given int value.
 `set_red(Pixel, int)`
 Set the red value of the given Pixel to the given int value.
 `show(Picture)`
 Display the given Picture.

Colors: black: RGB: 0, 0, 0 white: RGB: 255, 255, 255 yellow: RGB: 255, 255, 0

`str:`
 `str(x) -> str`
 Convert an object into its string representation, if possible.
 `S.isdigit() -> bool`
 Return True if all characters in S are digits and len(S) > 0, False otherwise.