

CST-186 Chapter 6 Study Guide

True/False

Indicate whether the statement is true or false.

- _____ 1. Function docstrings aren't required but are a good idea.
- _____ 2. A function must receive at least one value and return at least one value.
- _____ 3. The execution of a function always ends after a `return` statement.
- _____ 4. A variable created in a function can be directly accessed outside of the function.
- _____ 5. Once you use a keyword argument in a function call, all the remaining arguments must be keyword arguments.
- _____ 6. Once you assign a default value to a parameter in a function header, you have to assign default values to all the parameters after it in the header.
- _____ 7. Global variables can be accessed in any part of a program, but global constants can only be accessed in specified functions.
- _____ 8. A local variable can be accessed in any part of a program.
- _____ 9. Each function has its own scope.
- _____ 10. It's impossible to change the value of a global variable inside a function.

Multiple Choice

Identify the choice that best completes the statement or answers the question.

- _____ 11. What does the following code do?

```
def func():  
    print "A function at your service."
```

- | | |
|----------------------|-----------------------|
| a. define a function | c. invoke a function |
| b. call a function | d. reserve a function |

- _____ 12. What will be displayed by the following code?

```
def display():  
    print "Hello",  
    print "there!"
```

- | | |
|-----------------|-----------|
| a. Hello there! | c. Hello |
| b. there! Hello | d. there! |

_____ 13. What will be displayed by the following code?

```
def display():  
    print "Hello",  
    print "there!",  
    display()
```

- | | |
|-----------------|-----------|
| a. Hello there! | c. Hello |
| b. there! Hello | d. there! |

_____ 14. What will be displayed by the following code?

```
def display():  
    print "Hello",  
    display()  
    print "there!"
```

- | | |
|-----------------|-----------|
| a. Hello there! | c. Hello |
| b. there! Hello | d. there! |

_____ 15. What is `def func() :` in the following code?

```
def func():  
    print "A function at your service."
```

- | | |
|------------------------|-----------------------|
| a. function header | c. function call |
| b. function definition | d. function parameter |

_____ 16. Where must the docstring of a function be placed?

- | | |
|---|--|
| a. before the function | c. as the last line of the function definition |
| b. as the first line of the function definition | d. in a separate file |

_____ 17. What can a programmer-created function do?

- | | |
|-------------------|------------------|
| a. receive values | c. All of these |
| b. return values | d. None of these |

_____ 18. What do programmer created functions receive values through?

- | | |
|---------------|-------------|
| a. arguments | c. strings |
| b. parameters | d. integers |

_____ 19. In the following code, what is message?

```
def display(message):  
    print message
```

- | | |
|--------------------|--------------|
| a. function header | c. argument |
| b. function body | d. parameter |

____ 20. What does the following code display?

```
def rate(score):  
    if score < 500:  
        message = "Weak"  
    elif score < 1000:  
        message = "Not bad"  
    else:  
        message = "Nice score"  
  
rate(score = 750)  
print message
```

- | | |
|------------|------------------|
| a. Weak | c. Nice score |
| b. Not bad | d. None of these |

____ 21. What does the following code display?

```
def rate(score):  
    if score < 500:  
        message = "Weak"  
    elif score < 1000:  
        message = "Not bad"  
    else:  
        message = "Nice score"  
  
    return message  
  
rate(score = 750)  
print message
```

- | | |
|------------|------------------|
| a. Weak | c. Nice score |
| b. Not bad | d. None of these |

____ 22. What does the following code display?

```
def rate(score):  
    if score < 500:  
        message = "Weak"  
    elif score < 1000:  
        message = "Not bad"  
    else:  
        message = "Nice score"  
  
    return message  
  
print rate(score = 750)
```

- | | |
|------------|------------------|
| a. Weak | c. Nice score |
| b. Not bad | d. None of these |

_____ 23. In the following code, what is assigned to more?

```
def triple(x):  
    return x * 3  
  
some = 10  
more = triple(some)
```

- a. a return value
- b. a parameter
- c. an argument
- d. a function

_____ 24. Which of the following is a valid function header?

- a. `def init_graphics(width, height, depth=32):`
- b. `def init_graphics(width, height=600, depth):`
- c. `def init_graphics(width=800, height, depth):`
- d. `def init_graphics(800, 600, 32):`

_____ 25. What will the following code display?

```
def announce(name, score):  
    print name, "got a score of", score  
  
announce(1000, "Mike")
```

- a. Mike got a score of 1000
- b. name got a score of score
- c. 1000 got a score of Mike
- d. None of these

_____ 26. What will the following code display?

```
def announce(name="Chris", score=0):  
    print name, "got a score of", score  
  
announce(1000)
```

- a. Chris got a score of 1000
- b. Chris got a score of 0
- c. 1000 got a score of Chris
- d. 1000 got a score of 0

_____ 27. In the following code, which variables are in the same scope?

```
def func1():  
    a = 1  
    b = 2  
  
def func2():  
    c = 3  
    d = 4  
  
e = 5
```

- a. a and b
- b. a and c
- c. b and d
- d. d and e

_____ 28. How many local variables are in the following code?

```
def func1():  
    a = 1  
  
def func2():  
    b = 2  
  
c = 3
```

- | | |
|------|------|
| a. 0 | c. 2 |
| b. 1 | d. 3 |

_____ 29. What will the following code display?

```
def func():  
    x = 50  
    print x,  
  
x = 100  
func()  
print x
```

- | | |
|-----------|------------|
| a. 50 50 | c. 100 50 |
| b. 50 100 | d. 100 100 |

_____ 30. What will the following code display?

```
def func():  
    global x  
    x = 50  
    print x,  
  
x = 100  
func()  
print x
```

- | | |
|-----------|------------|
| a. 50 50 | c. 100 50 |
| b. 50 100 | d. 100 100 |

Completion

Complete each statement.

31. A function _____ is code that defines what a new function does.
32. A(n) _____ is a string that documents a function.
33. A function _____ is the first line of code that defines a function.
34. Software _____ is leveraging existing software in a new project.

35. A(n) _____ parameter value is a value that a parameter gets if no value is passed to it.

Matching

Match each item with a statement below

- | | |
|------------------|---------------------|
| a. Abstraction | f. Keyword argument |
| b. Argument | g. Scope |
| c. Parameter | h. Global variable |
| d. Encapsulation | i. Local variable |
| e. Return value | j. Shadow |

- ____ 36. A value returned by a function.
- ____ 37. To hide a global variable inside a scope by creating a local variable of the same name.
- ____ 38. A mechanism that lets you think about the big picture without worrying about the details.
- ____ 39. A name inside the parentheses of a function header that can receive a value.
- ____ 40. A variable that can be accessed in any part of a program.
- ____ 41. An argument passed to a specific parameter using the parameter name.
- ____ 42. An area of a program that's separate from other areas.
- ____ 43. A value passed to a function parameter.
- ____ 44. A variable that can be accessed only in the scope in which it was created.
- ____ 45. A technique of keeping independent code separate by hiding the details.

Short Answer

46. Describe a real-life example of abstraction.
47. Describe a real-life example of encapsulation.
48. Name four ways that software reuse helps programmers.
49. How can default parameter values help programmers?
50. How can global constants help programmers?