

(require spd/tags)

```
;; QUESTION
;;
;; When working on a problem set, I am allowed to:
;;
;; A. Consult any online resources I find, including posted solutions from
;;    previous terms, or for example Chegg.
;;
;; B. Ask other students in the class to let me look over what they have
;;    done and then write my solution.
;;
;; C. Post detailed questions about the problem set on Piazza.
;;
;; D. Only discuss the problem set with one other student, my partner, and
;;    when we submit every submission has both our CWLs. <<< YES
;;
;; E. Do the problem set entirely alone, consulting only the edX site, the
;;    cs110.students.cs.ubc website, and Piazza. <<< YES
;;
;; F. Ask detailed questions about similar problem bank problems on Piazza
;;    or any other forum. <<< YES
```

```
;; QUESTION [50 seconds]
;;
;; In the context of the cat problem seen in the video, what is
;; the purpose of next-cat?
```

```
(@signature Natural -> Natural)
```

```
(big-bang 0
  (on-tick next-cat)    ; Natural -> Natural
  (to-draw render-cat)) ; Natural -> Image
```

```
;; A. Display the current cat on the screen.
;; B. Produce an image of a cat one tick farther to the right.
;; C. Advance the world state by 1 tick.
;; D. Produce a natural a little larger.
```

```
;; QUESTION [30 seconds]
```

```
;;
```

```
;; In the context of the cat problem seen in the video, what
```

```
;; is the purpose of the number 0 in the following code?
```

```
(@signature Natural -> Natural)
```

```
(big-bang 0
```

```
  (on-tick next-cat)    ; Natural -> Natural
```

```
  (to-draw render-cat)) ; Natural -> Image
```

```
;; A. Specifies number of seconds per tick of the world clock.
```

```
;; B. Specifies the size of the image drawn on the screen.
```

```
;; C. Specifies the initial value for the world state (the cat).
```

```
;; D. Specifies the number of times to move the cat before the program ends.
```

```
;; QUESTION [45 seconds]
```

```
;;
```

```
;; In the context of the cat problem seen in the video, what
```

```
;; is the purpose of the number 1 in the following code?
```

```
(@signature Natural -> Natural)
```

```
(big-bang 0
```

```
  (on-tick next-cat 1) ; Natural -> Natural
```

```
  (to-draw render-cat)) ; Natural -> Image
```

```
;; A. Specifies number of seconds per tick of the world clock.
```

```
;; B. Specifies the size of the image drawn on the screen.
```

```
;; C. Specifies the initial value for the cat.
```

```
;; D. Specifies the number of times to move the cat before the program ends.
```

```
;; QUESTION [30 seconds]
;;
;; Which office hours should you attend?
;;
;; A. In 110, students from any section can attend any office hours.
;; B. In 110, students from any section can attend any office hours.
;; C. In 110, students from any section can attend any office hours.
;; D. In 110, students from any section can attend any office hours.
;;
```

```
;; QUESTION [45 seconds]
;;
;; The following expression produces an image of a rectangle with a red dot:
```

```
(place-image (circle 10 "solid" "red")
             80
             20
             (rectangle 100 100 "outline" "black"))
```

```
;; Where is the dot?
;;
;; A. In the upper left corner.
;; B. In the upper right corner.
;; C. In the lower left corner.
;; D. In the lower right corner.
```