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<u>课程</u> > <u>Quiz</u> > <u>Quiz</u> > Proble...

Problem 1

Problem 1-1

0/1 point (graded)

The following function is stochastic:

```
def f(x):
    # x is an integer
    return int(x + random.choice([0.25, 0.5, 0.75]))
```

- True X
- False

提交

You have used 1 of 1 attempt

★ Incorrect (0/1 point)

Problem 1-2

1/1 point (graded)

In Python, we can use random. seed(100) at the beginning of a program to generate the same sequence of random numbers each time we run a program.

- True
- False

提交

You have used 1 of 1 attempt

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Problem 1-3

1/1 point (graded)

A brute force solution to the 0/1 knapsack problem will always produce an optimal solution.



False

提交

You have used 1 of 1 attempt

✓ Correct (1/1 point)

Problem 1-4

0/1 point (graded)

The following function is stochastic.

```
import random
def A():
    mylist = []
    r = 1
    if random.random() > 0.99:
        r = random. randint(1, 10)
    for i in range(r):
        random. seed (0)
        if random. randint (1, 10) > 3:
            number = random.randint(1, 10)
            mylist.append(number)
    print(mylist)
```

True

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You have used 1 of 1 attempt

★ Incorrect (0/1 point)

Problem 1-5

0/1 point (graded)

Consider an undirected graph with non-negative weights that has an edge between each pair of nodes. The shortest distance between any two nodes is always the path that is the edge between the two nodes.



提交 You have used 1 of 1 attempt

★ Incorrect (0/1 point)

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