CC 1.3.1: Dynamic Typing

Dynamic Typing: Question 1

0/1 point (graded)

Consider the following code:

x=3

x did not exist in memory prior to this code. Which of the following does NOT occur?

Review the video at 2:15 if you need a reminder.

The object 3 is created.

A variable with name x is created.

The object 3 refers to the variable name x. correct

The variable x is referred to object 3.

Dynamic Typing: Question 2

1/1 point (graded)

Consider the following code:

```
x=3
y=x
y=y-1
```

What does x equal?

3 correct Dynamic Typing: Question 3

1/1 point (graded)

Consider the following code:

$$L1 = [2,3,4]$$

 $L2 = L1$
 $L2[0] = 24$

What does L1 equal?

correct

This code contains an error.

Dynamic Typing: Question 4

1/1 point (graded)

Consider the following code:

What will this return?

True

False

correct

CC 1.3.2: Copies

Copies: Question 1

1/1 point (graded)

Consider the following code:

```
import copy
x = [1,[2]]
y = copy.copy(x)
z = copy.deepcopy(x)
y is z
```

What will this return?

True

False

correct

This code contains an error.

CC 1.3.3: Statements

Statements: Question 1

Consider the following code:

```
if False:
    print("False!")
elif True:
    print("Now True!")
else:
print("Finally True!")
What does this print?
"False!"
"Now True!"
correct
"Finally True!"
"Now True!"; "Finally True!"
Statements: Question 2
1/1 point (graded)
Consider the following code:
```

```
if n%2 == 0:
     #blank#
else:
     print("odd")
```

Assume that n is a previously defined integer. Can you replace the #blank# line so that the code prints "even" if n is even, and "odd" if n is odd?

Enter your code here.

```
print("even")
```

CC 1.3.4: For and While Loops

For and While Loops: Question 1

```
Consider bears = {"Grizzly":"angry", "Brown":"friendly", "Polar":"friendly"}. Can you replace #blank# so the code will print a greeting only to friendly bears? Your code should work even if more bears are added to the dictionary.
```

```
for bear in bears:
    if #blank#:
    print("Hello, "+bear+" bear!")
else:
print("odd")
```

Enter your code here.

```
if(bears[bear] == "friendly"):
```

For and While Loops: Question 2

1/1 point (graded)

Consider the following code:

```
is_prime = True
for i in range(2,n):
    if n%i == 0:
        #blank#
print(is_prime)
```

Can you fill in the #blank# line so the code will only print True if n is prime?

Enter your code here.

```
is_prime = True for i in range(2, n //2): if n % i == 0: print("impossible") is_prime = False break print(is_prime)
```

For and While Loops: Question 3

1/1 point (graded)

Consider the following code:

```
n=100
number_of_times = 0
while n >= 1:
    n //= 2
    number_of_times += 1
```

```
print(number_of_times)
```

What will this print?

Enter your numerical answer here.

7

CC 1.3.5: List Comprehensions

List Comprehensions: Question 1

1/1 point (graded)

Consider the following code:

sum([i**2 for i in range(3)])

What will this output?

5

correct

36

List Comprehensions: Question 2

1/1 point (graded)

How can you use a list comprehension, including if and for, to sum the odd numbers from 0 through 9?

Enter your code here.

sum(num for num in range(10) if num % 2 == 1)

CC 1.3.6: Reading and Writing Files

Reading and Writing Files: Question 1

1/1 point (graded)

Consider the following code:

```
F = open("input.txt", "w")
F.write("Hello\nWorld")
F.close()
lines = []
for line in open("input.txt"):
    lines.append(line.strip())
print(lines)
What does this print?
```

Hello World

'Hello World'

['Hello', 'World']
correct

'Hello', 'World'

This code contains an error.

CC 1.3.7: Introduction to Functions

Introduction to Functions: Question 1

1/1 point (graded)

Consider the following function:

```
def modify(mylist):
    mylist[0] *= 10
    return(mylist)
L = [1, 3, 5, 7, 9]
M = modify(L)
M is L
```

What is the value of the final line?

True

correct

False

This code contains an error.

CC 1.3.8: Writing Simple Functions

Writing Simple Functions: Question 1

1/1 point (graded)

Consider the function intersect() defined in the previous video, 1.3.8: Writing Simple Functions. What will intersect([1,2,3], [3,4,5,6,7]) return?

```
[1,2,3,4,5,6,7]
```

[3]

correct

3

This code contains an error.

Writing Simple Functions: Question 2

1/1 point (graded)

Consider the following code:

```
def is_vowel(letter):
    if #blank#:
        return(True)
    else:
        return(False)
```

Can you replace #blank# in the second line so is_vowel becomes a function that takes a letter as input and prints whether a letter is a vowel (in "aeiouy")?

Enter your code here.

letter in ("aeiouy")

Writing Simple Functions: Question 3

1/1 point (graded)

Consider the function call is_vowel(4). Why would this not work?

4 is not a vowel, leading to an error, and the function returns False.

4 is not a letter, and Python only tests if single letters are in a string.

4 is not a string, and Python cannot test if an int is in a string.

correct

All the above.

None of the above.

Writing Simple Functions: Question 4

1/1 point (graded)

Consider the following proposed emendation of is_vowel:

```
def is_vowel(letter):
    if type(letter) == int:
        letter = str(letter)
    if letter in "aeiouy":
        return(True)
    else:
        return(False)
```

Does this properly accommodate objects of type int for use with is_vowel? For example, will is_vowel(4) produce a correct answer?

Yes

correct

No

Writing Simple Functions: Question 5

1/1 point (graded)

Recall that

n!

("

n

factorial") is defined as the product of all integers

1,...,n

. Additionally, by definition,

 $0! \equiv 1$

.

Let's create a factorial function. Consider the following code:

Can you fill in the #blank# to complete the function as described above?

Enter your code here.

 $N = N^*I$

CC 1.3.9: Common Mistakes and Errors

Common Mistakes and Errors: Question 1

1/1 point (graded)

When you encounter an error in Python, what should you do?

Read the error message.

Try help() or dir().

Use Google or StackOverflow to find an answer.

Search the course discussion forum and post a question if yours hasn't been asked.

All of the above. correct