

Remember Version 2 Reflection Activity

Q1 For EACH of the following Python statements, write the type of object that the underlined and bolded expression evaluates to:

Statement	Type of Object
<code>print(<u>'-'*80</u>)</code>	str
<code><u>os.system(clear_command)</u></code>	int
<code>os.system(<u>clear_command</u>)</code>	str
<code><u>print(word)</u></code>	NoneType
<code>guess = <u>input('What word begins with the letter c?')</u></code>	str
<code><u>guess == 'chair'</u></code>	bool

Q2 Use this program segment from Remember 2 to answer the questions:

```
if guess == 'chair':
    print('Congratulations, you are correct.')
else:
    print('Sorry, you entered ' + guess + '.')
    print('The answer was chair.')
```

List the kind of each statement in the program segment.

if, expression

List each keyword in the program segment.

if, else

List the types of each object that is used in the program segment.

bool, str, NoneType, function

List each operator, that is used in the program segment, together with its operand types

==, +

Q3 This program segment from Remember 2 displays the 'Remember The Word' game header at the top of the window.

```
os.system(clear_command)
print('-'*80)
print(' Guess The Word')
print('-'*80)
```

Modify the code so that the border of the header is done using hashmarks, #, rather than dashes.

```
os.system(clear_command)
print("#" * 80)
print("Guess The Word")
print("#" * 80)
```

Additionally rewrite the code so that the border is only as long as the content it is surrounding.
Hint, you can calculate the length of a string with the len() function.

```
length = len("Guess The Word")

os.system(clear_command)
print("-" * length)
print("Guess The Word")
print("-" * length)
```

Q4 rewrite the relevant sections of your program so that 'mouse' is recognized as the correct answer

```
if guess == "mouse" :
    print("Congratulations you are correct.")
else:
    print("Sorry you entered " + guess + ".")
print("The answer was mouse.")
```