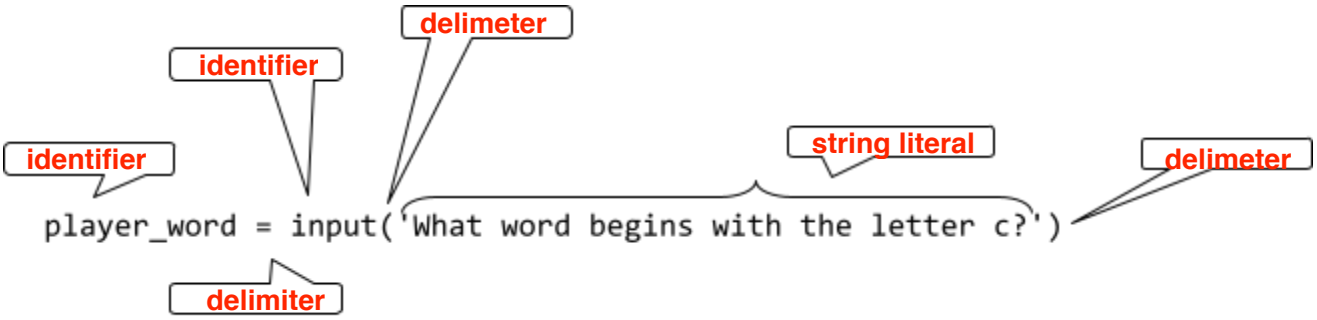
Remember Version 1 Python Reflection

Q1 Identify the token kind (operator, delimiter, str literal, int literal, float literal, identifier, keyword etc.) for each token in this Python statement:



Q2 Scan Remember Version 1 and write down an example for each of the following statement types.

Statement Type	Example
`import`	import time
`expression`	print(content)
`assignment`	filemode = "r"

Q3 Each bolded and underlined token in the following Python statements is either a keyword or an identifier. Either indicate that it is a keyword or, if it is an identifier, indicate the "type" of object it is bound to:

Python Statements	Type of the Identifier or Keyword
`import` **`time`**	identifier module
`import` `time`	keyword
`time.`**`sleep`**`(2)`	identifier function
`print``('chair')`	identifier function
`print('Sorry, you entered '+` **`player_word`**`)`	identifier str
`input``('Press enter to display the words.')`	identifier function

Q4 For EACH of the following Python statements, write the type of object the underlined expression evaluates to:

Statement	Type of Object
`time.sleep(2)`	NoneType
`player_word= input('What word begins with the letter c?')`	str
`print('orange')`	NoneType
`input('Press enter to display the words.')`	NoneType

Q5 In each of the following function calls, identify the argument and the type of object the argument is bound to.

Statement	Argument	Type
`print('mouse')`	'mouse'	str
`time.sleep(2)`	2	int
`input('Press enter to display the words')`	'Press enter to display the words'	str

Q6 Suppose you have an alternative instructions file, alt_instructions.txt, that says the player has 3 attempts to guess the word properly. Edit the relevant parts of your code so that the alternative instructions will be displayed.

filename = "alt_instructions.txt"