Quiz about Elisp3 in em, Blaine Mooers   yr2021mo10day29hr08min50sec05

1. The function _____ or int-to-string converts an integer into a string.
2. The expression (zerop (- 100 10)) returns __.
3. A mark is set in Emacs by entring _____or C-SPC.
4. (expt 3) returns _____.
5. The function (+) returns__.
6. In Emacs Lisp, a symbol cnnaot have more than one _____ definition assigned to it at once.
7. Placement of a cursor right after a symbol returns its _____ if it is a variable.
8. A mark is set in Emacs by entring C-@ or _____.
9. The p in number-or-marker-p stands for _____.
10. (* 2 'fill-colmn) returns _____.
11. The function (/) returns__.
12. The value ____ means false in Lisp.
13. To extract fun from the string, enter (substring "Lisp is great fun!" ____ 17)
14. In Emacs Lisp, counting the elements of a list start from __.
15. A _____ is a function that determines whether a property is true of false.
16. The symbol number-or-_____-p indicates that the Lisp interpreter is trying to distinguish a number from a marker.
17. To extract fun from the string, enter (substring "Lisp is great fun!" 14 ____)
18. We ____ a value to a symbol that is a variable.
19. The function (-) returns__.
20. Placement of a cursor right after the parenthesis of a list that is contains a function in the first position _____ that function.
21. The function (expt) returns__.
22. To make the *Backtrace* buffer go away, enter __.
23. (/ 3) returns _____.
24. A _____ is a function that determines whether its argument has a value of zero.
25. The function (*) returns__.
26. In Emacs Lisp, two strings are concatenated together with the function _____.
27. The function number-to-string or _____ converts an integer into a string.
28. The expression (zerop (- 10 10)) returns __.
29. When we want to use a symbol's name as a function, we place _____ around it.
30. A marker is a special object that represents a position in the _____.
31. A value of a symbol can be any expression in Lisp. It can be a symbol, number, list, or _____.
32. (* 2 fill-colmn) returns _____.
33. A value of a symbol can be any expression in Lisp. It can be a symbol, number, _____, or string.

Answers to quiz about Elisp3 in em   yr2021mo10day29hr08min50sec05

1. number-to-string
2. nil
3. C-@
4. Wrong number of arguments
5. 0
6. function
7. value
8. C-SPC
9. predicate
10. Wrong type of argument
11. Wrong number of arguments
12. nil
13. 14
14. 0
15. predicate
16. marker
17. 17
18. bind
19. 0
20. evaluates
21. Wrong number of arguments
22. q
23. Wrong number of arguments
24. zerop
25. 1
26. concat
27. int-to-string
28. t
29. parentheses
30. buffer
31. string
32. 140
33. list