Conceptvragen week 4

Inleiding Programmeren voor Bèta-gamma

```
a = 1
def f():
   a = 18
    return a
print(a)
a = f()
print(a)
```

```
def f(a):
    b = a * 3
    return b

f(10)
print(b)
```

```
a = 1

a = f()
print(a)

def f():
    a = 18
    return a
```

```
\overline{a} = 1
def f(a):
     return a
print(a)
a = f(18)
print(a)
```

```
a = 10
def f(a):
    if(a < 0):
        return 'Less Than Zero'
    else:
        return 'Lunar Park'
a = f(-5)
print(a)
```

```
def f2(x):
    return x + 10
def f1(fun):
    y = fun(-5)
    return y
a = f1(f2)
print(a)
```

```
def f(x):
    return round(x) == x
print(f(0.2), f(2))
```

```
x = 4
l = []
for i in range(x):
    l.append(i)
print(l)
```

```
x = 4
l = []
for i in range(x):
    l.append([i])
print(l)
```

```
x = 4
l = []
for i in range(x):
    l.append([])
    for j in range(i):
        l[i].append(j)
print(l)
```

```
h = 3
for i in range(h):
    for j in range(h - i - 1):
        print(' ', end = '')
    for j in range(i * 2 + 1):
        print('X', end = '')
    print()
```

```
def f(l, val):
    for i in range(len(1)):
        if l[i] == val:
            return i
    return None
i = f([4,3,1,4,1], 1)
print(i)
```

```
def f(L):
   s = 0
    for x in 1:
        s += x
    return s
i = f([1,2,2])
print(i)
```