

Name: _____ **SOLUTION** _____ CM: _____ Section: _____ Grade: _____ of 10

(CM = Campus Mailbox #, like 2843. Section is 1, 2, 3, or 4 (Fisher, Mutchler, Fisher, Alangar) - see your schedule. Leave Grade blank.)

1. **True** or **False** (circle one): In a *flipped* classroom, the instructor typically spends about half of each session lecturing. (Correct answer is underlined and in red.)

2. What parts of software engineering will we cover in this class? Check all that apply.

___ Marketing research

___ Gathering requirements

YES Analyzing the problem

YES Designing the software

YES Coding the software

YES Fixing bugs

___ Maintenance

3. In Python, the symbol `#` is used for what purpose? Circle the right answer.

hashtags

phone numbers

comments

tic tac toe boards

4. Write a statement that, when run (executed), would cause **Hello, Vibha!** to appear on the Console.

print("Hello, Vibha!")

(single quotes are fine too)

5. When the following statement runs (executes): `# print("ok")`
what appears on the Console?

ok

"ok"

nothing appears

(circle your choice)

6. Which of the following would make the name **bob** get the string **"alice"** as its value?

bob = "alice"

alice = "bob"

bob = alice

alice = bob

(circle your choice)

7. Write an expression that would *construct* a **SimpleTurtle**, as defined in the **rg** (short for *rosegraphics*) module, and give that constructed **SimpleTurtle** the name **alpha_turtle**.

alpha_turtle = rg.SimpleTurtle()

8. To *construct* a Circle, as defined in the **rg** (short for *rosegraphics*) module, you would type:
rg.Circle

followed by what punctuation symbol? _____ (*that is, parenthesis -- ()* is also OK.

Quiz continues on the back

9. The videos introduced the idea of **methods** describing “*who - does what - with what*”. In the following turtle graphics example from the video, draw arrows to indicate the “who”, the “does what”, and the “with what” part.

who

does what

with what

```
nadia.forward(200)
```

Correct answer has arrows from *nadia* to *who*; from *forward* to *does what*; from *200* to *with what*.

10. To **call** the method **pen_up** on the **SimpleTurtle** object whose name is **beta_turtle**, you would type:

_____ **beta_turtle . pen_up** _____ (fill in the blanks)

followed by what punctuation symbol? _____ (*that is, parenthesis -- ()* is also OK.

11. Suppose that the code has constructed a **SimpleTurtle** and assigned the name **mary** to it. Which of the following would set the **speed instance variable** of **mary** to **8**? Circle one:

mary.speed(8)

mary.speed = 8

speed = 8

12. Fill in the blanks below **very briefly** (just give the essence of the ideas -- only a few words for each): **Grader, be generous with grading this question. Anything remotely close is fine.**

Constructing an object causes _____ allocates space for the object and initializes it _____

An object's methods are what the object _____ can do (that is, its actions) _____

An object's instance variables are what the object _____ knows (that is, the data associated with it)

Grader: Subtract **1 point** from **10** for each problem that has an error (but no negative scores!)