

Name: _____ CM: _____ Section: _____ Grade: _____ of 10
(CM = Campus Mailbox #, like 2843. *Section* is **1** or **2** (*Mutchler* or *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.

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

___ Marketing research

___ Gathering requirements

___ Analyzing the problem

___ Designing the software

___ Coding the software

___ 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.

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**.

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

rg.Circle

followed by what punctuation symbol? _____

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)
```

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

_____ . _____ (fill in the blanks)

followed by what punctuation symbol? _____

11. Suppose that the code has constructed a **SimpleTurtle** and assigned the name **mary** to it. Which of the following would 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):

Constructing an object causes _____

An object's **methods** are what the object _____

An object's **instance variables** are what the object _____