

1. Consider a function named ***do\_it*** that takes a ***list of integers*** as its sole argument. For each of the following possible specifications for what ***do\_it*** returns:

Circle **Yes** if the code for ***do\_it*** would require a loop.

Circle **No** if the code for ***do\_it*** would NOT require a loop.

If ***do\_it*** returns:

- |  |            |           |
|--|------------|-----------|
| a. The number of odd integers in the list.                                   | <b>Yes</b> | <b>No</b> |
| b. The average of the integers in the list.                                  | <b>Yes</b> | <b>No</b> |
| c. The number of integers in the list.                                       | <b>Yes</b> | <b>No</b> |
| d. <b>True</b> if the first integer in the list is even, else <b>False</b> . | <b>Yes</b> | <b>No</b> |
| e. <b>True</b> if the list contains no even integers, else <b>False</b> .    | <b>Yes</b> | <b>No</b> |
| f. The second smallest integer in the list.                                  | <b>Yes</b> | <b>No</b> |
| g. The last integer in the list.   | <b>Yes</b> | <b>No</b> |

2. Consider a function named ***middle*** that takes a single argument: a sequence of numbers, where the length of the sequence is *guaranteed* to be odd.

The function returns the number at the middle of the sequence. For example:

- `middle( [90, 10, 45] )` returns **10**
- `middle( [4, 1, 6, 18, 10, 12, 21] )` returns **18**
- `middle( [33] )` returns **33**

Write (in the box below) a complete implementation of the above ***middle*** function.

```
def middle(numbers):
```

3. Consider the code snippet below. It is a contrived example with poor style, but it will run without errors. What does it print when it runs? Write your answer in the box to the right of the code. Show your work by making notations in the code or by using the empty space below or on another sheet of paper, as desired.

```
def home():  
    x = bear(3, 8)  
    print("Home A:", x)  
    y = bear(ant(4), ant(1))  
    print("Home B:", y)
```

```
def ant(x):  
    print("Ant:", x)  
    x = x + 5  
    return x
```

```
def bear(x, y):  
    print("Bear A:", x, y)  
    r = ant(x + 4)  
    print("Bear B:", r)  
    return ant(r + y)  
    print(ant(100))  
    return 33
```

```
print("OK:", ant(101) % 100)  
home()
```

**Output:**

4. Consider the code on the next page. It is a contrived example with poor style but will run without errors. In this problem, you will trace the execution of the code. As each location is encountered during the run:

- **CIRCLE** each variable that is **defined** at that location.
- **WRITE** the **VALUE** of each variable that you **circled** directly **BELOW** the circle.

<b>Location 1</b> (1 <sup>st</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 1</b> (2 <sup>nd</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 2</b> (1 <sup>st</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 2</b> (2 <sup>nd</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 3</b> (1 <sup>st</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 3</b> (2 <sup>nd</sup> time)	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 4</b>	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 5</b>	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 6</b>	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 7</b>	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b
<b>Location 8</b>	a	b	x	self.a	self.b	bear.a	bear.b	cat.a	cat.b	dog.a	dog.b

```
class Animal():
    def __init__(self, a, x):
        self.a = a + 4
        self.b = x * 10
        a = 31
        ##### --- Location 1 ---

    def zoo(self, a, bear):
        ##### --- Location 2 ---
        a = a + 1
        self.a = self.a + 100
        bear.b = bear.b + 3
        ##### --- Location 3 ---
        return self.b + bear.a

def beach(b):
    ##### --- Location 4 ---
    return Animal(b, b + 5)

def main():
    a = 10
    b = 8
    cat = Animal(a, b)
    ##### --- Location 5 ---
    dog = beach(1)
    ##### --- Location 6 ---
    x = cat.zoo(1, dog)
    ##### --- Location 7 ---
    a = dog.zoo(2, dog)
    ##### --- Location 8 ---

main()
```

5. Consider the code snippet below. It is a contrived example with poor style, but it will run without errors.

What does it print when it runs? Write your answer in the box below.

Show your work in any way that you think would be helpful.

```
s = [5, 3, 1, 8, 4,
     9, 7, 6, 2, 10, 20]
a = 3
b = 0
print(len(s))
for k in range(1, 10, 3):
    a = a + s[k]
    b = b + s[len(s) - k - 1]
    print("A.", k, len(s) - k - 1)
    print("B.", s[k], s[len(s) - k - 1])
    print("C.", a, b)
    print()
print("Now:", a, b)
```

6. Consider a function named **average** that takes a single argument:  
a sequence of numbers, where the length of the sequence is *guaranteed* to be odd.

The function returns the average of the numbers in the sequence that are bigger than or equal to the number at the middle of the sequence. For example:

- `average( [1, 7, 6, 5, 10, 3, 9] )` returns **7.4**  
since the number at the middle of the sequence is **5**  
and the numbers in the list bigger than or equal to **5** are **7, 6, 5, 10** and **9**  
and those **5** numbers add up to **7 + 6 + 5 + 10 + 9**, which is **37**,  
and the average of **5** numbers that sum to **37** is **37 / 5**, which is **7.4**.
- `average( [2, 1, 4, 4, 7] )` returns **5.0** since the number at the middle of the sequence is **4**, and the numbers in the list bigger than or equal to **4** are **4, 4** and **7**, and the sum of those **3** numbers is **15**, so the average of them is **15/3**, which is **5.0**.
- `average( [9, 4, 7, 6, 2] )` returns **8.0** since the number at the middle of the sequence is **7**, and the numbers in the list bigger than or equal to **7** are **9** and **7**, and the sum of those **2** numbers is **16**, so the average of them is **16/2**, which is **8.0**.

Write (in the box below) a complete implementation of the above **average** function.

```
def average(numbers):
```