

Your name: _____

IMPORTANT: For Session 1 only, **do this “Before the Session” video *WHILE YOU ARE WATCHING THE FOLLOW-ME VIDEOS*. Check your answers only AFTER you finish the Follow-Me videos.**

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, Mohammed!** 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 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 _____