CSC 104 ASSIGNMENT

SECTION 1

These questions are to be answered in a Microsoft document file (.docx).

1. Mention 12 uses or application of Python programming and which is your favorite use?

Ans:

1. Game Development.

II. Scientific and Numeric Applications.

iii. Artificial Intelligence and Machine Learning.

iv. Web Scraping Application

v. Operating System

vi. Desktop GUI

vii. Web Development

viii. Language Development

ix. Education Program.

x. Business Application

xii. Software Development.

My favorite is; **ARTIFICIAL INTELLIGENCE and MACHINE LEARNING**

1. What keyword tells Python to display something on the screen?

Ans:

**PRINT**

1. Complete the line of code to tell Python to display the name of the oval object laid by a hen. (1 word, lower-case).

Print\_(“egg”)\_\_

1. Because of the quotation marks, Python identifies the greeting

"Hello, World!" as a \_\_string\_\_\_\_\_ (1 word, lowercase).

1. Because there are no quotation marks, Python identifies the set of characters below as a \_\_\_variable\_\_\_\_.

computer\_science

1. Type the illegal character in the variable name below.

2nd\_runner\_up

1. What is the value of total?

number = 10

total = number + 2

Ans: 12

1. Rewrite this so total equals 10.

total = "4" + 6

Ans: total = 4 + 6

1. What is the value of third\_number?

first\_number = 5

second\_number = 6

third\_number = first\_number \* second\_number

Ans: 30

1. Type the illegal character in this variable name:

fourth-Player

Ans: “ - “

1. Rewrite below variable name using the recommended style:

Customerlastname

Ans: customer\_last\_name

1. Code the shorthand version of the following statement:

total = total + 5

1. Type the modulo operator

Ans: (%)

1. What is the value of total\_cost?

total\_cost = 1 + (3 \* 4)

Ans: 13