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# CSSE1001: Sem. 2 2014 exam answers

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### Style.

### Type answers in blue beneath each question.

### If you're unsure of your answer, highlight your answer text then hit Ctrl+Alt+M to create a comment beside the text. Once you're satisfied with the answer, click the "Resolve" button on the comment.

### If you want some extra explanation from someone else on their answer, highlight the other person's answer and repeat the procedure above.

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Remember, 2014 is Python 2, not Python 3

If the answer is in blue, a tutor has confirmed this.

Not 100% sure on the

Q1. B (C for people using python 3)

Q2. B

Q3. D (E for python 3) should be D for python 3?

Q4. C

Q5. B

Q6. C

Q7. D

Q8. E (Python 3 - B)

Q9. A

Q10. D

Q11. B

Q12. A

Q13. D should this be c?

Q14. C

Q15. A

Q16. E (error in Python 3, can't divide by 0)

Q17. D

Q18. A

Q19. B

Q20. B

Q21. E (a TypeError in Python 3)

Q22. E

Q23. E (error in Python 3)

Q24. B

Q25. D

Q26. E (13.06.17, This should be A, as the only appropriate method in Python 3)Q:why not d? (if you had += d would be okay but you only have + so the value of maxs is not changed),(I agree with you since ‘a’ and ‘d’ can do the same thing)

Q27. D

Q28. D

Q29. A

Q30. A

Q31. C

Q32. D Q: Why not C? I know right, idk either RIP, yeah got c same

Because you need to use g method from B so its B.g(x) \*2 = (y + self.x) \*2 = (3+2)\*2 = 10 {quick maths} HALP PLEASE is this D or C ? .definitely d

Q33. B

Q34. B

Q35. E

Q36. A ### I got B <- Your answers are wrong because you have put buttons frame 2nd not first. Which answer is it lol

Q37. B

Q38. Suspect it’s a D (needs confirmation)

Q39. B

Q40. B

Q33 and Q34 are weird but right

A.g(self,x)

Seems to call A.g while using the data of self

Q35 and Q36 May not be the best solution but looks like around what they wanted.

import tkinter as tk

class MainWindow(object):

def \_\_init\_\_(self,root):

self.root=root

label=tk.Label(root,text='Buttons')

label.pack(side=tk.LEFT)

bf=ButtonsFrame(self)

bf.pack(side=tk.LEFT,fill=tk.BOTH,expand=1)

class ButtonsFrame(tk.Frame):

def \_\_init\_\_(self,parent):

tk.Frame.\_\_init\_\_(self,parent.root)

b1=tk.Button(self,text='A')

b2=tk.Button(self,text='B')

b1.pack(expand=1);b2.pack(expand=1)

root=tk.Tk()

app=MainWindow(root)

root.mainloop()

Should be

import tkinter as tk

class ButtonsFrame(tk.Frame):

def \_\_init\_\_(self,parent):

tk.Frame.\_\_init\_\_(self,parent.root)

b1=tk.Button(self,text='A')

b2=tk.Button(self,text='B')

b1.pack(expand=1);b2.pack(expand=1)

class MainWindow(object):

def \_\_init\_\_(self,root):

self.root=root

label=tk.Label(root,text='Buttons')

label.pack(side=tk.LEFT)

bf=ButtonsFrame(self)

bf.pack(side=tk.LEFT,fill=tk.BOTH,expand=1)

root=tk.Tk()

app=MainWindow(root)

root.mainloop()

####################

Q36. (Python 3.6.0 -Answer by Anthony 12/06/17)

import tkinter as tk

class ButtonsFrame(tk.Frame):

def \_\_init\_\_(self,parent):

tk.Frame.\_\_init\_\_(self,parent.root)

b1=tk.Button(self,text='A')

b2=tk.Button(self,text='B')

**b1.pack(); b2.pack()**  *## Want the buttons to be together, thus expand is not used. You could use fill (doesn’t change anything as buttons don’t change size), but meh.*

class MainWindow(object):

def \_\_init\_\_(self,root):

self.root=root

label=tk.Label(root,text='Buttons')

label.pack(side=tk.LEFT)

bf=ButtonsFrame(self)

**bf.pack(side=tk.LEFT,expand=1)** *## You want to expand the available space (expand), but not the usable space (fill). By filling, the group of buttons will default to the top of the frame*

root=tk.Tk()

app=MainWindow(root)

root.mainloop()