Quiz Monday July 6th

Review:

1.) What does the "seed(...)" function do ?

   A.) Generates a new sequence of numbers
   B.) Determines if the output of the random(..) will be a int, float, boolean, string, ect.
   C.) Only generates a small amount of random numbers because without It, the program would be a slower
   D.) The seed(...) function takes in a number that we don't want the random number generator to return

2.)
```
# code snippet start
seed(1)
randomInt = randint(0,10)
# code snippet end
```

Select all the following numbers randomInt can hold:
A.) 0
B.) -1
C.) 20
D.) 5
E.) 10

3.) What is the ascii table ?
   A.) a symbol table that is unique to python
   B.) a mapping of numbers to key values on a keyboard
   C.) none of the above
   D.) both A and B

4.) What do the following ascii values translate to ?
     97
     100
     122
   A.) a,d,k
   B.) b,c,z
   C.) a,g,k
   D.) a,d,z

5.) How do you convert a number to a string value in python ?  Take for example the number 97 :

A.) Translate( 97 )
B.) Map( 97)
C.) Chr(97)
D.) getAscii( 97 )

6.) Write a function called makeWord that takes in a list of characters and returns a string that concatenates the word.

    Ex1. print(  makeWord(  ['a, 'b, 'c ] ) )              #  prints  "abc"
    Ex2. print(  makeWord(  ['w', 'o', 'r', 'd' ] ) )        #  prints  "word"
    Ex2. print(  makeWord(  ['r', 'a', 'n', 'd', 'o', 'm' ] ) ) #  prints  "random"

7.) Suppose you had the following function getRandomNumber().  Write a function called makeDigitList() that takes in one argument, the size of the list, and returns a list of digits.
**from random import seed**
**from random import randint**
**seed(1)**

**def getRandomNumber():**
  **return randint(0,9)**

    Ex1. print(  makeDigitList(  length=3 ) )              # prints  [3, 5, 6]
    Ex2. print(  makeDigitList(  length=5 ) )              # prints  [8, 2, 8, 3, 4]

    Ex1. print(  makeDigitList(  length=7 ) )              # prints  [9, 9, 0, 2, 4, 5, 1]