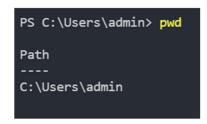
1.1P: Preparing for OOP – Answer Sheet

- 1. Explain the following terminal instructions:
 - a. cd: changes the directory
 - b. Is: Lists the files in current directory
 - c. pwd: Shows the current path





PS C:\Users\admin> cd C:\Users\admin\OneDrive\Desktop\ruby\Resources7.1p
PS C:\Users\admin\OneDrive\Desktop\ruby\Resources7.1p>

2. Consider the following kinds of information, and suggest the most appropriate data type to store or represent each:

Information	Suggested Data Type
A person's name	String
A person's age in years	Integer
A phone number	Integer
A temperature in Celsius	Float/double
The average age of a group of people	Float/double
Whether a person has eaten lunch	Boolean

3. Aside from the examples already given, come up with an example of information that could be stored as:

Data type	Suggested Information
String	My cats dads name

Integer	Number of Bees in the world	
Float	How much I weigh	
Boolean	Whether I can code	

4. Fill out the following table, evaluating the value of each expression and identifying the data type the value is most likely to be:

Expression	Given	Value	Data Type
5		5	Integer
True		true	Boolean
a	a = 2.5	2.5	float
1 + 2 * 3		7	integer
a and False	a = True	False	Boolean
a or False	a = True	true	Boolean
a + b	a = 1	3	Integer
	b = 2		
2 * a	a = 3	6	Integer
a * 2 + b	a = 1.5 b = 2	5	Integer
a + 2 * b	a = 1.5	5.5	Float
	b = 2		
(a + b) * c	a = 1	10	Integer
	b = 1		
	c = 5		
"Fred" + " Smith"		Fred Smith	String
a + " Smith"	a = "Wilma"	Wilma Smith	String

5. Explain the difference between **declaring** and **initialising** a variable.

The difference between the two is declaring a variable makes the variable exist within the program without any assignment to anything. Initialising is when the variable gets assigned to a value

6. Explain the term **parameter**. Write some code that demonstrates a simple of use of a parameter.

A parameter identify values that get passed into a function

7. Using an example, describe the term **scope**.

Scope describes where variables can be accessed. You cannot access a variable declared in a different function/procedure unless you make variable global (not recommended)

8. In any procedural language you like, write a function called Average, which accepts an array of integers and returns the average of those integers.

```
0 references
static void Main(string[] args)
{
    int average()
    {
        int[] arr = { 1, 2, 3, 4, 5, 17, 20 };
        return arr.Sum() / arr.Length;
    }

    Console.WriteLine(average());
}
```

9. In the same language, write the code you would need to call that function and print out the result.

```
Oreferences
static void Main(string[] args)

{
    int average()
    {
        int[] arr = { 1, 2, 3, 4, 5, 17, 20 };
        return arr.Sum() / arr.Length;

    }

Console.WriteLine(average());

Shc

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To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.

TPress any key to close this window . . .

Th
```

10. To the code from 9, add code to print the message "Double digits" if the average is above 10. Otherwise, print the message "Single digits".