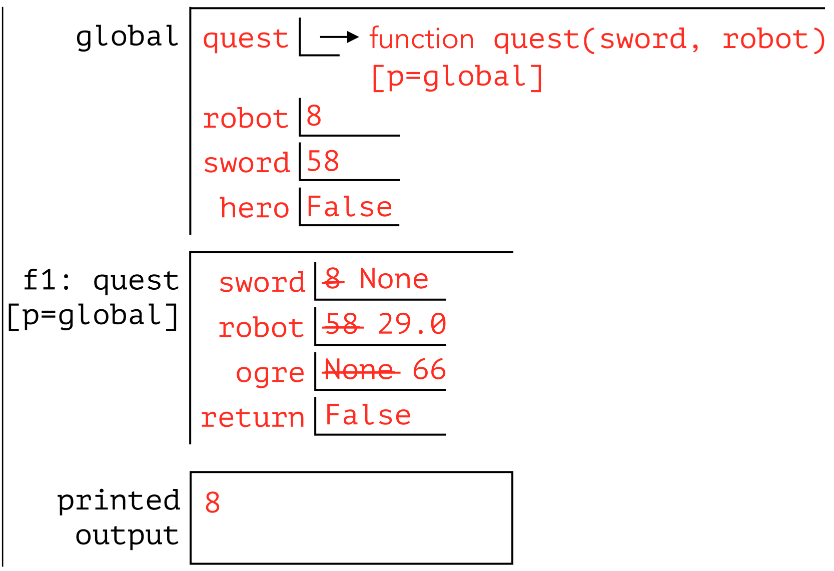
What Would Python Do

Fill in the unfinished environment diagrams to match each block of code.

1. Stories

```
def quest(sword, robot):
    ogre = print(sword)
    sword,ogre = ogre,sword+robot
    robot /= 2
    return str(robot) > str(ogre)
robot = min(8, 8.0)
sword = int('5'+str(robot))
hero = quest(robot, sword)
```

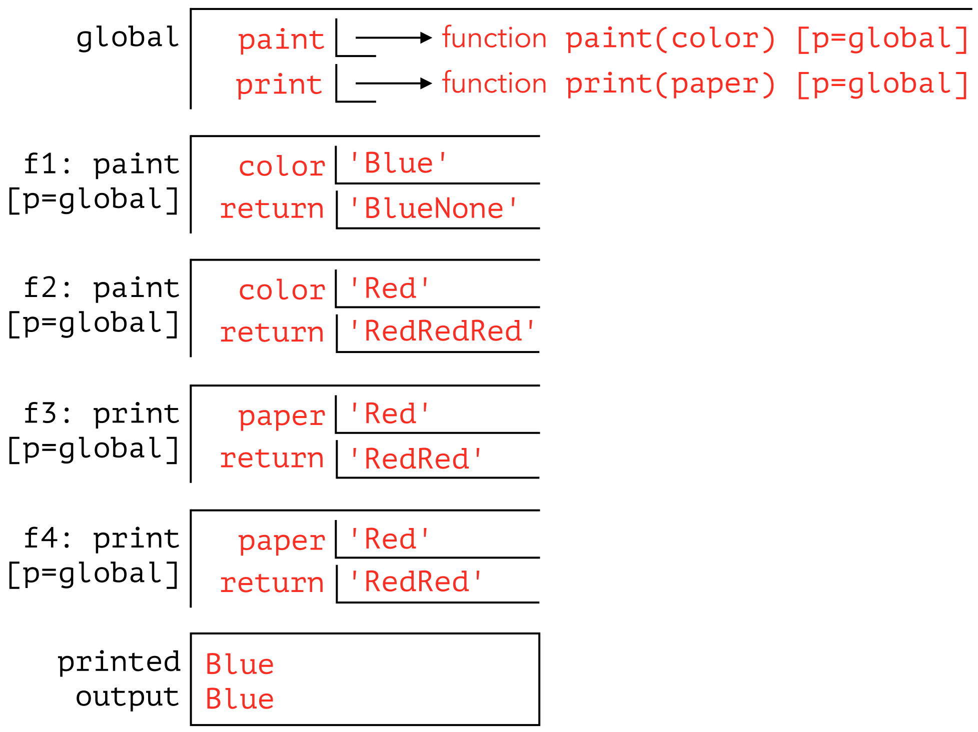
Since 8 and `8.0` are equal, the `min` is just whichever comes first.



2. Painting

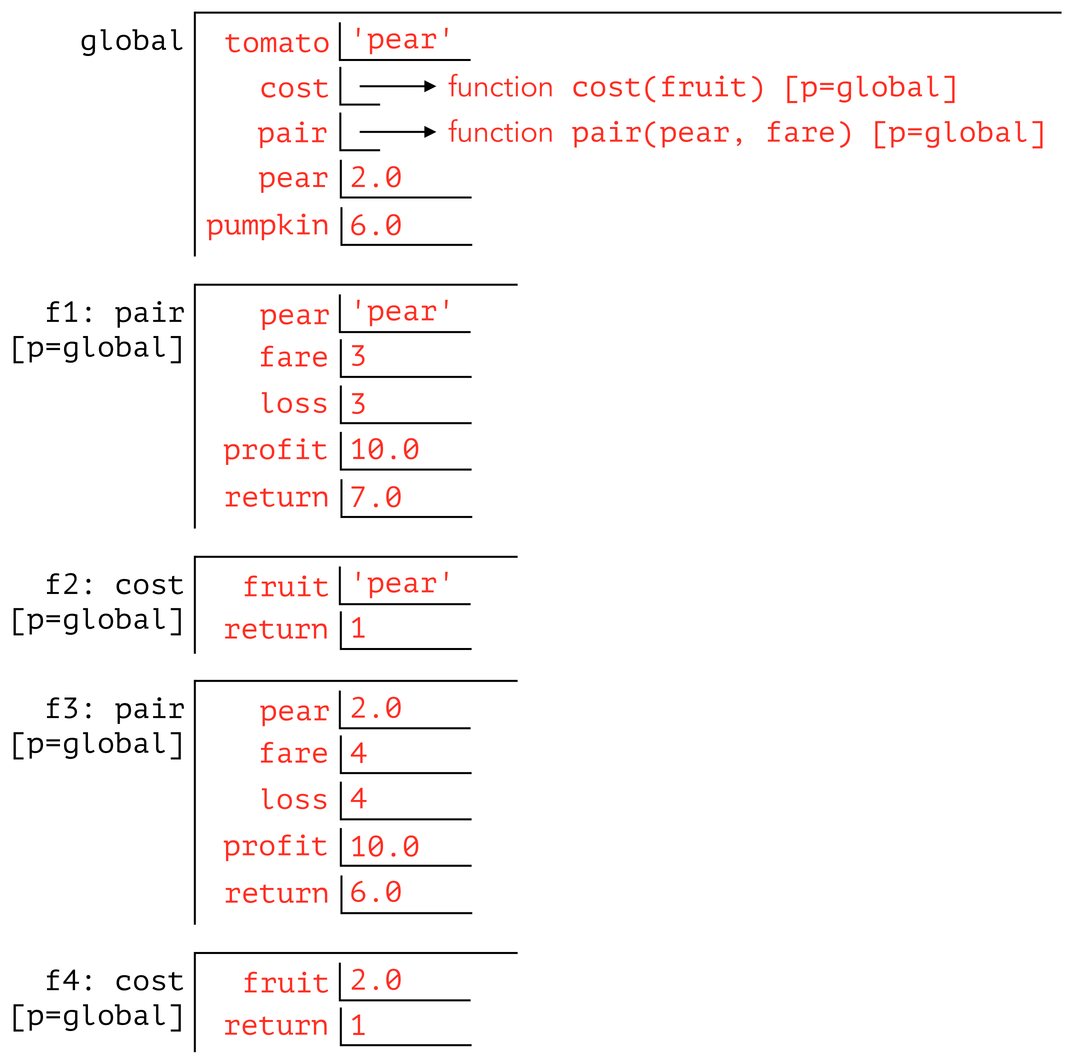
```
def paint(color):
    print(color)
    return color + str(print(color))
paint('Blue')
def print(paper):
   return max(paper * 2, 'Purple')
paint('Red')
```

At first, the variable `print` is bound to the built-in function that we talked about in the chapter. At this line, we override the built-in function by reassigning `print` as a pointer to a function of our own.



3. Farm Business

```
tomato = 'pear'
def cost(fruit):
    return int(bool(fruit))
def pair(pear, fare):
    loss = max(cost(pear), fare)
    profit = bool(pear) * float(10 * fare // loss)
    return profit - loss
pear = 100 % pair(tomato, 3)
pumpkin = pair(pear, 4)
```



One Print To Rule Them All

Write what would be displayed from running the following line of code.

```
>>> print(print('61A', "is"), print(61), 'A')
61A is
61
None None A
```