## What Would Python Do

printed

output

Blue

Blue

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

```
→ function quest(sword, robot)
       1. Stories
                                                 global
                                                          quest
       def quest(sword, robot):
                                                                     [p=global]
            ogre = print(sword)
                                                          robot 8
            sword,ogre = ogre,sword+robot
                                                          sword 58
            robot /= 2
                                                           hero False
            return str(robot) > str(ogre)
      robot = min(8, 8.0)
                                                           sword & None
                                              f1: quest
       sword = int('5'+str(robot))
       hero = quest(robot, sword)
                                             [p=global]
                                                           robot | 58 29.0
                                                            ogre None 66
                                                          return False
Since 8 and 8.0 are equal, the
min is just whichever comes first.
                                                printed
                                                 output
       2. Painting
       def paint(color):
            print(color)
            return color + str(print(color))
                                                   At first, the variable print is bound to the built-in
       paint('Blue')
                                                   function that we talked about in the chapter. At this
       def print(paper): 
                                                   line, we override the built-in function by reassigning
           return max(paper * 2, 'Purple')
                                                    print as a pointer to a function of our own.
       paint('Red')
              global
                                   → function paint(color) [p=global]
                                   → function print(paper) [p=global]
          f1: paint
                               'Blue'
                        color
         [p=global]
                       return 'BlueNone'
          f2: paint
                        color
                               'Red'
         [p=global]
                               'RedRedRed
                       return
          f3: print
                               'Red'
                        paper
         [p=global]
                               'RedRed'
                       return
          f4: print
                               'Red'
                        paper
         [p=global]
                       return 'RedRed'
```

```
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)
    global
            tomato 'pear'
                         → function cost(fruit) [p=global]
                         function pair(pear, fare) [p=global]
               pear
            pumpkin 6.0
  f1: pair
               pear | 'pear'
[p=global]
               fare 3
               loss | 3.0
             profit 10.0
             return
  f2: cost
                     'pear'
              fruit
[p=global]
             return
  f3: pair
               pear 2.0
[p=global]
               fare 4
               loss 4
             return 6.0
  f4: cost
[p=global]
             return
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
```