

Evaluate

Cross out the values below that cause an error when you type them into the Python interpreter.
For values that don't cause an error:

1. Write what it evaluates to.
2. Label it an `int`, `float`, `str`, or `bool`.

`.1` `"one"` `'two'` `'three'` `2*False` `int('five')` 0/0

`4/2` `4//2` `2*'hi'` `True+""` `"C"+'S'` `2**6` `9%7`

`"Say 'Hi!'"` `'Say "Bye!"'` `"The letter 'H'"` `"The letter 'H'"'`

What Would Python Do

Fill in the following table. Each entry should be the output of the given function, when called on the input for that row.

	<code>int(__)</code>	<code>float(__)</code>	<code>str(__)</code>	<code>bool(__)</code>
<code>7</code>				
<code>1 + 2 * 3</code>				
<code>4.89</code>				
<code>True</code>				
<code>False</code>				
<code>"hi"</code>				
<code>'False'</code>				
<code>'4'</code>				
<code>'4.0'</code>				
<code>0</code>				
<code>0.000</code>				

Variable Assignment

For each scenario below, fill in the blank with the value of the designated variable.

1: Here Be Dragons

```
dragon = 'dragon'
x = 18 % 4
n, i = 'kn', 'ki'
knight = 5
dragons, knight, king = x*dragon, i+"ng", knight*x
dragons: _____
knight: _____
king: _____
```

2: Square Dance

```
square = 4
circle = 4 - (4 * (40 % 21 + 2) + 4 // 2) / 100
square, circle, shape = square ** 2, square ** 2, square + circle
shape -= int(shape) // int(square)
square: _____
circle: _____
shape: _____
```

3: Computer Science

```
c = 'C'
'c = "twelve"'
s = "S"
c, c = s, s = c + s, s + str(True)
c: _____
s: _____
```