

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
.1	'one'	'two'		0		
int	str	str		int		
4/2	4//2	2*'hi'	True+""	"C"+"S"	2**6	9%7
2.0	2	'hihi'		'CS'	64	2
float	int	str		str	int	int
"Say 'Hi!'"	'Say "Bye!"'	"The letter 'H'"	"The letter 'H'"			
"Say 'Hi!'"	'Say "Bye!"'	"The letter 'H'"				
str	str	str				

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.

	int(__)	float(__)	str(__)	bool(__)
7	7	7.0	'7'	True
1 + 2 * 3	7	7.0	'7'	True
4.89	4	4.89	'4.89'	True
True	1	1.0	'True'	True
False	0	0.0	'False'	False
"hi"	Error	Error	'hi'	True
'False'	Error	Error	'False'	True
'4'	4	4.0	'4'	True
'4.0'	4	4.0	'4.0'	True
0	0	0.0	'0'	False
0.000	0	0.0	'0.0'	False

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', 'k' + "i"
knight = 5
dragons, knight, king = x*dragon, i+"ng", knight*x
dragons: 'dragondragon'
knight: 'king'
king: 10
```

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: 16
circle: 16
shape: 7.14
```

3: Computer Science

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

This line does nothing. Since it's just a string, Python evaluates it and then moves on.