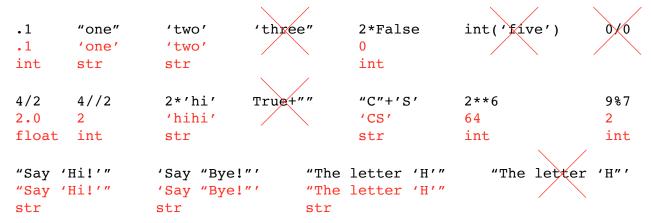
Evaluate

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. Labelit an int, float, str, or bool.



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 | 171 | True |
| 1 + 2 * 3 | 7 | 7.0 | '7' | True |
| 4.89 | 4 | 4.89 | 44.89 | 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
                                       This line does nothing. Since it's
c = 'C'
'c = "twelve"'
                                      – just a string, Python evaluates it
                                       and then moves on.
c, c = s, s = c + s, s + str(True)
c: 'STrue'
s: 'STrue'
```