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.