## course\_1\_assessment\_6

Due: 2018-11-25 01:19:00

Description: Assessment for Way of Programmer Week 2 lesson. Score: 9.0 of 9 = 100.0%

## Questions

Score: 1.0 / 1

Comment: autograded

```
Write one for loop to print out each character of the string my_str on a separate line.

Save & Run

Load History

Show CodeLens

my_str = "MICHIGAN"

Activity: 7.15.1 ActiveCode (assess_ps_02_01)
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess\_ps\_02\_01)

Score: 1.0 / 1

Comment: autograded

Write one for loop to print out each element of the list <code>several\_things</code>. Then, write <code>another</code> for loop to print out the TYPE of each element of the list <code>several\_things</code>. To complete this problem you should have written two different for loops, each of which iterates over the list <code>several\_things</code>, but each of those 2 for loops should have a different result.

```
Save & Run Load History Show CodeLens

1
2 several_things = ["hello", 2, 4, 6.0, 7.5, 234352354, "the end", "", 9
3
4
```

```
Activity: 7.15.2 ActiveCode (assess_ps_02_02)
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess ps 02 02)

Score: 1.0 / 1

Comment: autograded

```
Write code that uses iteration to print out the length of each element of the list stored in str_list.
```

```
Save & Run Load History Show CodeLens

1
2 str_list = ["hello", "", "goodbye", "wonderful", "I love Python"]
3
4 # Write your code here.
5
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess ps 02 03)

Activity: 7.15.3 ActiveCode (assess ps 02 03)

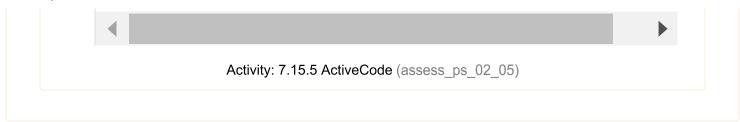
Score: 1.0 / 1

Comment: autograded

Write code to count the number of characters in <code>original\_str</code> using the accumulation pattern and assign the answer to a variable <code>num\_chars</code>. Do NOT use the <code>len</code> function to solve the problem (if you use it while you are working on this problem, comment it out afterward!)

```
Save & Run Load History Show CodeLens

1 original_str = "The quick brown rhino jumped over the extremely lazy:
3 4 5
```



Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess\_ps\_02\_05)

Score: 1.0 / 1

Comment: autograded

addition\_str is a string with a list of numbers separated by the + sign. Write code that uses the accumulation pattern to take the sum of all of the numbers and assigns it to  $sum_val$  (an integer). (You should use the .split("+") function to split by "+" and int() to cast to an integer).

```
Save & Run Load History Show CodeLens

addition_str = "2+5+10+20"

Activity: 7.15.6 ActiveCode (assess_ps_02_07)
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess\_ps\_02\_07)

Score: 1.0 / 1

Comment: autograded

week\_temps\_f is a string with a list of fahrenheit temperatures separated by the , sign. Write code that uses the accumulation pattern to compute the **average** (sum divided by number of items) and assigns it to avg\_temp. Do not hard code your answer (i.e., make your code compute both the sum or the number of items in week\_temps\_f) (You should use the .split(",") function to split by "," and float() to cast to a float).

Save & Run Load History Show CodeLens

```
1
2 week_temps_f = "75.1,77.7,83.2,82.5,81.0,79.5,85.7"
3
4
5

Activity: 7.15.7 ActiveCode (assess_ps_02_08)
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess\_ps\_02\_08)

Score: 1.0 / 1

Comment: autograded

```
Write code to create a list of numbers from 0 to 67 and assign that list to the variable nums . Do not hard code the list.

Save & Run

Load History

Show CodeLens

Activity: 7.15.8 ActiveCode (assess_ps_02_09)
```

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess ps 02 09)

Score: 1.0 / 1

Comment: autograded

Write code to create a **list of word lengths** for the words in original\_str using the accumulation pattern and assign the answer to a variable <code>num\_words\_list</code>. (You should use the <code>len</code> function).

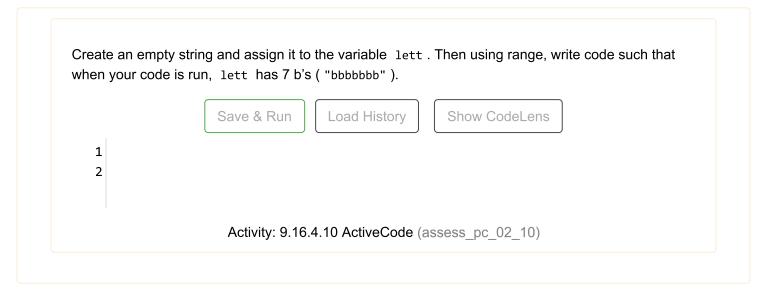
```
Save & Run Load History Show CodeLens

1
2 original_str = "The quick brown rhino jumped over the extremely lazy:
3
```

Question in Context (/runestone/books/published/fopp/TransformingSequences/week4a1.html#assess ps 02 06)

Score: 1.0 / 1

Comment: autograded



Question in Context (/runestone/books/published/fopp/TransformingSequences/week4a1.html#assess\_pc\_02\_10)

Score: 0.0 / 0

Comment: autograded

Write a program that uses the turtle module and a for loop to draw something. It doesn't have to be complicated, but draw something different than we have done in the past. (Hint: if you are drawing something complicated, it could get tedious to watch it draw over and over. Try setting .speed(10) for the turtle to draw fast, or .speed(0) for it to draw super fast with no animation.)

```
Show CodeLens
                 Save & Run
                                Load History
2 import turtle
```

1

3

15/09/2022, 23:04 Runestone Interactive

Activity: 7.15.4 ActiveCode (assess\_ps\_02\_04)

Question in Context (/runestone/books/published/fopp/Iteration/week2a2.html#assess\_ps\_02\_04)

**Score Me** 

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