course_1_assessment_3

Due: 2018-11-25 01:15:00

Description: Assessment for the Turtle Graphics lesson.

Score: 8.0 of 8 = 100.0%

Questions

What are correct ways to tell a turtle named Tex to move forward 20 pixels?	Score: 1.0 / 1	
Select as many as apply.	Comment: autograded	
✓ A. Tex.forward(20)		
☐ B. forward() + 20		
☐ C. forward(20)		
☐ D. forward(20).Tex		
✓ E. Tex.forward(10 + 10)		
Check Me Compare me		
A. This is a correct way to move a turtle forward. E. You are allowed to write expressions inside of methods, so this is correctly written.		
Activity: 5.11.1 Multiple Choice (assess_question1_3_1_1_1)		

Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess_question1_3_1_1_1)

Which is the correct way to make a new instance of the Turtle class?	Score: 1.0 / 1
○ A. turtle(Turtle)	Comment: autograded
B. turtle.Turtle()	
○ C. Turtle.turtle()	
O D. Turtle(turtle)	
Check Me Compare me	
✓ Yes, this is the correct way.	

15/09/2022, 23:02 Runestone Interactive

Activity: 5.11.2 Multiple Choice (assess_question1_3_1_1_2)

Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess_question1_3_1_1_2)

What does each instance of the Turtle class represent? Score: 1.0 / 1

- A. The turtle class. Comment: autograded
- OB. The same turtle that is used in each drawing your programs make.
- O. A unique 'turtle' that you can use to draw.

Check Me

Compare me

✓ Yes, an instance of the turtle class represents a unique turtle. The turtle class is like a stencil or mold that can be used to make as many turtles as you would like.

Activity: 5.11.3 Multiple Choice (assess_question1_3_1_1_3)

Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess_question1_3_1_1_3)

turtle-11-4: True or False, attributes/instance variables are just like other variables in Python.

Score: 1.0 / 1

Comment: autograded

O A. True

O B. False

Check Me

Compare me

✓ Just like the variables you've learned about so far, you can assign values to an attribute and look up the values that are assigned to the attribute.

Multiple Choice (assess_question1_3_1_1_4)

Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess_question1_3_1_1_4)

Select all of the following things that methods can do:

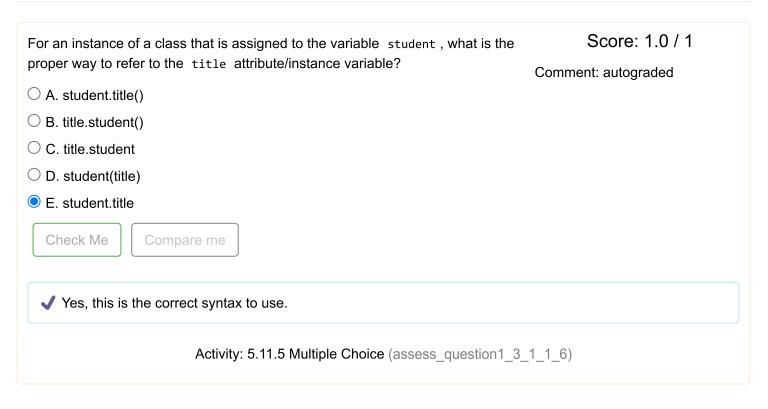
Score: 1.0 / 1

A. Change the value of an attribute.

Comment: autograded

B. Return values.

Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess guestion1 3 1 1 5)



Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess question1 3 1 1 6)

What is the name of jane's attribute (not method) that is referred to in the following code?

Score: 1.0 / 1

Comment: autograded

15/09/2022, 23:02 Runestone Interactive



Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess question1 3 1 1 7)

Score: 1.0 / 1 What are the names of the instances in the following code? Please put one instance per blank space and enter them in the order that the computer would Comment: autograded read them. import turtle wn = turtle.Screen() jazz = turtle.Turtle() jazz.forward(50) jazz.right(90) pop = turtle.Turtle() pop.left(180) pop.forward(76) wn jazz pop Check me Compare me · Good work! · Good work! · Good work! Activity: 5.11.7 Fill in the Blank (assess_question1_3_1_1_8)

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Question in Context (/runestone/books/published/fopp/PythonTurtle/week1a3.html#assess_question1_3_1_1_8)

Score Me

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